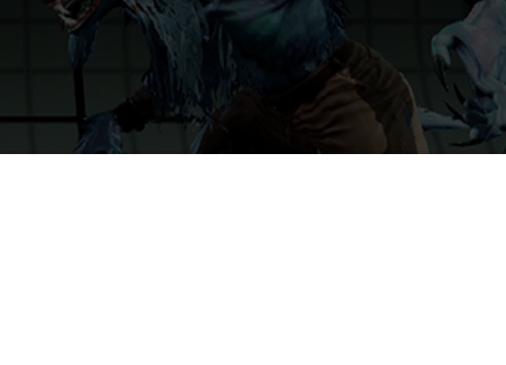
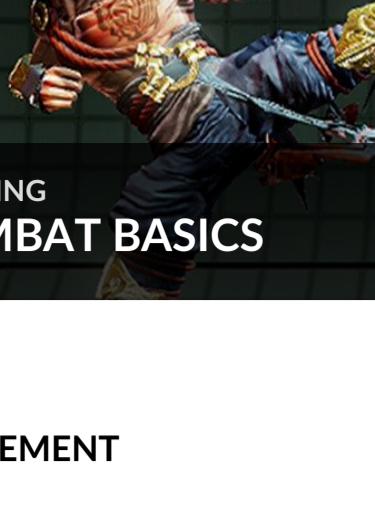


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TRAINING COMBAT BASICS



MOVEMENT



Hold or tap the Forward or Backward direction to walk forward or backward. You can perform a quick forward or backward dash by quickly tapping Forward, Forward or Backward, Backward. Tap the Up direction to jump straight up, and Up + Forward or Up + Backward to jump forward or backward. All back dashes have invincible frames on startup. Holding the Down direction will cause you to crouch and stay in a crouching state until Down is released. Quickly tapping then releasing the Down direction will cause you to quickly crouch and then stand back up.

ATTACKING



There are six attack buttons (three punch attacks and three kick attacks). These attacks are Light, Medium, and Heavy Punch and Kick attacks. Light attacks are the fastest attack options but generally have short range and inflict minimal damage. Medium attacks have slightly more range and inflict more damage but are a little slower. Heavy attacks generally have the longest range and do the most damage but are slower than both Light and Medium attacks.

BLOCKING



Holding the Backward direction will block all high, mid, and overhead attacks. Holding the Down + Backward direction will block all low and mid attacks as well as crouch under high attacks.

THROWS



Light Punch + Light Kick at close range will throw your opponent. This is a universal throw, and it is possible to tech the throw by tapping Light Punch + Light Kick as the opponent grabs you. You can control the direction you throw your opponent by using Light Punch + Light Kick to throw your opponent forward or Backward + Light Punch + Light Kick to throw your opponent backward.

HIT LEVELS



Killer Instinct has four hit levels: high—the attack will only connect on a standing opponent; mid—the attack cannot be crouched under but can be blocked from the crouching or standing position; overhead—the attack will hit a crouched blocking opponent and must be blocked standing; and low—the attack will hit all standing opponents and must be guarded from crouch block.

NORMALS



Normal attacks, or "normals" for short, are a character's basic punch and kick attacks. Crouching normals are basic punch and kick attacks that can only be done while crouching. Close normals are basic punch and kick attacks that can only be done when standing very close to your opponent.

COMMAND ATTACKS



Command attacks are unique attacks that require a directional input and a button to execute.

JUMPING ATTACKS



Jumping attacks are attacks that are executed while you are airborne. Jumping attacks hit overhead, so they must be blocked standing.

SPECIAL ATTACKS



Special attacks are powerful moves with unique properties that require a more complex input than standard moves.

INVULNERABILITY



Invulnerability refers to special properties that make you completely invincible or invincible only to a specific type of attack. There are several forms of invulnerability, such as strike invulnerability, projectile invulnerability, throw invulnerability, etc.

REVERSAL ATTACKS



Reversal attacks are Special attacks you execute the first moment you can act after blocking attacks, getting hit, being knocked down, or hit out of the air. Reversal attacks don't add any additional special properties to the attack but do ensure optimal timing. You don't need perfect timing in order to perform a Reversal attack; you can input the move slightly early and still get the Reversal timing.

WAKE UP



After being knocked down, you can press any attack button or any direction input except Down to tech, causing the character to get up quickly. Certain knockdowns, known as hard knockdowns, will not allow the opponent to tech, forcing him or her to get up slower, which grants you better pressure and mix-up options. All sweeps, throws, and maxed-out KV Meter knockdowns cause a hard knockdown. It is also possible to get up using a Reversal attack.

ARMOR



Armor refers to a special property of an attack by which the attack can sustain 1 hit before the move gets interrupted. While executing a move with 1 hit of Armor, if the character sustains 2 hits, the move stops.

LIMB PRIORITY



Limb Priority is a crush system in which one strength of attack will beat out another. Medium attacks will beat out Light attacks and Heavy attacks will beat out Medium attacks.

SHADOW METER

The meter found in the lower left- and right-hand corners of the screen is the Shadow Meter. You can hold a maximum of two bars of Shadow Meter at once. This meter is built anytime you hit your opponent, take damage, or your opponent blocks your attacks.

SHADOW ATTACKS

Shadow Attacks are powerful versions of **special moves** that require at least one bar of Shadow Meter. All Shadow Attacks are 5 hits and can be done as stand-alone attacks as well as within **combos**. Shadow attacks can act Openers, Linkers, or Enders, depending on which Shadow attack is used. Shadow attacks do not add to your KV Meter, allowing you to use them in **combos** at any point without having to worry about going over the KV Meter threshold.

SHADOW COUNTERS

After blocking an attack, pressing Medium Punch + Medium Kick will activate a Shadow Counter. This gives you the ability to counter your opponent's next attack and granting you a Shadow attack as an Opener, which allows you to start a combo.

INSTINCT METER

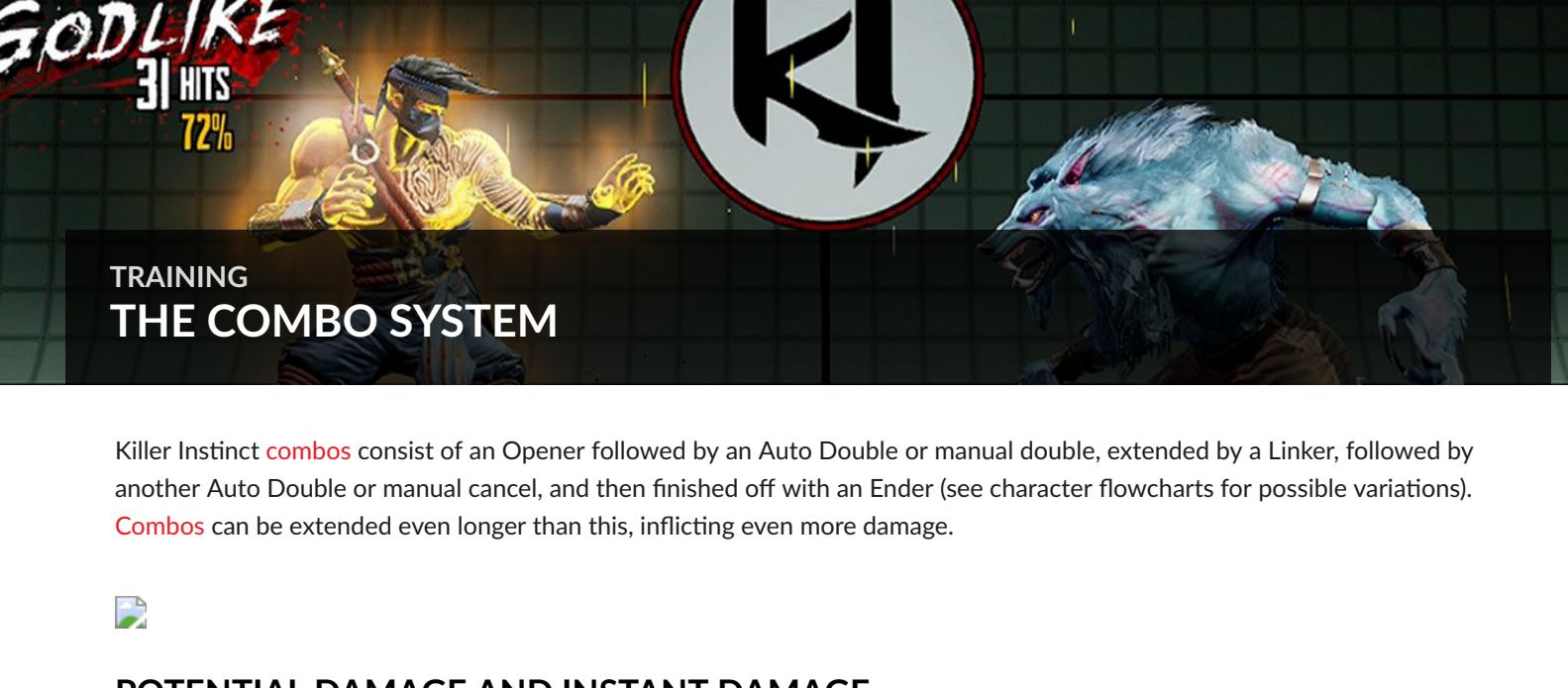
The meter just below your character's life bar is known as the Instinct Meter. You gain Instinct Meter every time you take damage or combo break.

INSTINCT MODE

Once your Instinct Meter is filled, you then gain access to Instinct Mode. Instinct Mode provides abilities unique to each character as long as Instinct Mode is active. Instinct Mode is activated by pressing Heavy Punch + Heavy Kick. While active, Instinct Mode also affects the KV Meter. When a player performs a combo while in Instinct Mode, that player's KV Meter will build much slower, allowing for bigger and more damaging combo possibilities.

INSTINCT CANCEL

You can Instinct cancel any recovery of every move. You can Instinct cancel out of **normal attacks**, in the middle combo before continuing the combo, out of Enders and Ultras, etc. Some characters can Instinct cancel after a Combo Breaker, which will allow them to juggle the opponent. Instinct canceling mid combo also resets the KV Meter and acts as a new combo starter, even though it's all still part of the same combo. This allows you to Instinct cancel mid combo and go into an Opener that will be unbreakable.



Killer Instinct **combos** consist of an Opener followed by an Auto Double or manual double, extended by a Linker, followed by another Auto Double or manual cancel, and then finished off with an Ender (see character flowcharts for possible variations). **Combos** can be extended even longer than this, inflicting even more damage.



POTENTIAL DAMAGE AND INSTANT DAMAGE



Anytime you begin a combo, you will notice a portion of your opponent's life bar start to flash white. This represents the Potential Damage of a combo. The remainder of the damage is guaranteed and reduces the main health bar immediately; this portion is known as Instant Damage. To cash in Potential Damage, you need to end the combo with an Ender. This represents the total damage you have the potential to inflict, but the full damage is not guaranteed until you end the combo with an Ender. If your opponent breaks the combo or if you drop the combo for any reason (i.e., attempting a Counter Breaker at the wrong time, attempting a reset, or just flat-out messing up your combo), the only life your opponent is guaranteed to lose is the part of the life bar that is not flashing. The Potential Damage will refill slowly over time; however, if your opponent gets caught with another combo as the Potential Damage is refilling, the Potential Damage stops the refill. Upon ending the current combo with an Ender, you will be awarded the remaining Potential Damage from the previous combo, as well as the damage from the current combo.

KNOCKDOWN VALUE METER



The Knockdown Value Meter, or KV Meter for short, is the meter that pops up anytime a combo begins. This meter governs just how far you can extend the combo before your opponent gets knocked down from being hit too many times before the combo ends. The attacks you use in the combo determine just how quickly or slowly the KV Meter builds. Light attacks are harder for the opponent to combo break, but they fill the KV Meter very fast, which doesn't give you a very damaging combo. Medium attacks fill the KV Meter quickly as well, though not as quickly as Light attacks. Medium attacks also inflict more damage than Light attacks, but they are easier to combo break because they come out slower and are easier for your opponent to see. Heavy attacks build the KV Meter slower than any other attack, granting you the most damage potential. But because these attacks come out slower than both Light and Medium attacks, your opponent has the most time to see which attacks are being used in order to execute a Combo Breaker.

COMBO OPENERS



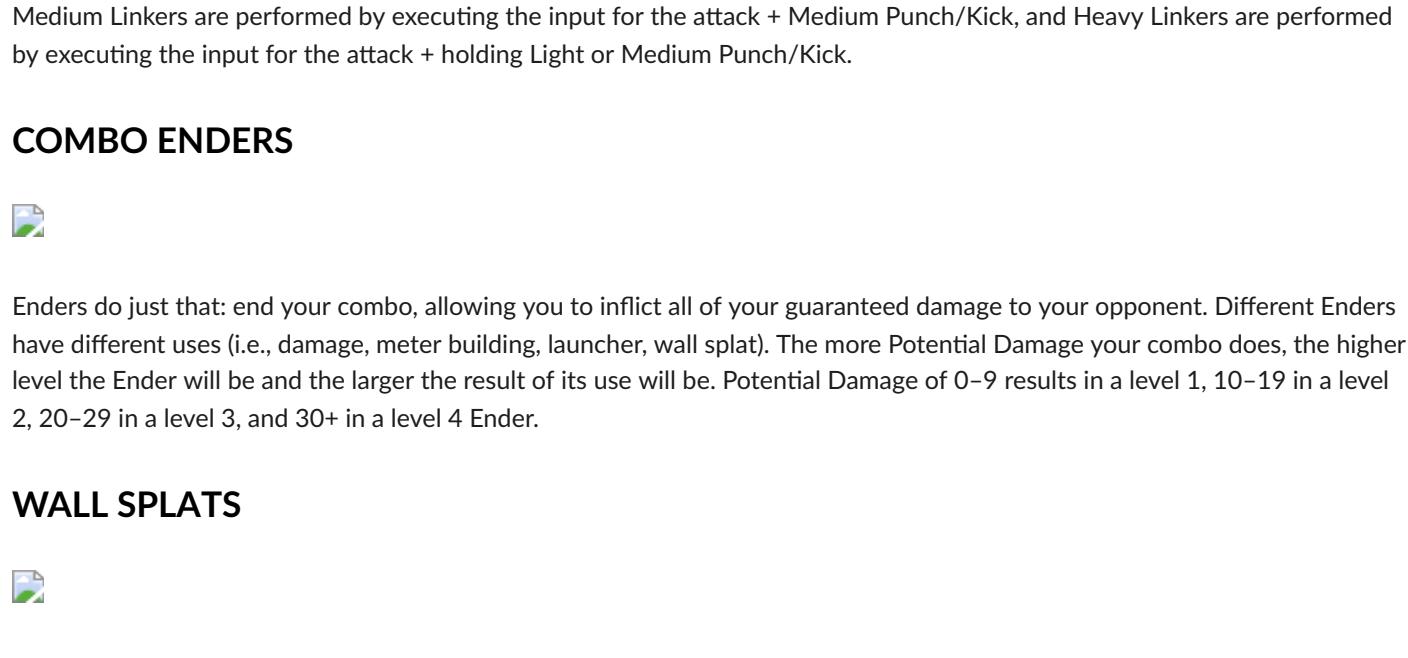
Openers are completely unbreakable and come in two forms: manual Opener or Special attacks designated as Openers. A manual Opener is a normal attack (grounded or jump in) that allows you to go right into an Auto Double or Ender. An Opener Special attack is a designated Special Move that allows you to go into an Auto Double/manual cancel or into an Ender.

AUTO DOUBLE



After landing an Opener, following up with any attack button will execute an additional 2 hits known as an Auto Double. The strength of the attack used (Light/Medium/Heavy) determines the speed and damage of the Auto Double, as well as the amount of the KV Meter that gets built up.

MANUAL CANCEL



Manuals are an advanced way to make **combos** harder to break. Manuals can replace Auto Doubles in **combos**. To perform a manual, you need to precisely time a normal attack after an Opener, Linker, or Shadow Linker. This cancels the last 5 recovery frames of the Opener or the Linker, giving you 5 additional frames on top of the frame advantage on hit to get a manual in.

COMBO LINKERS



Linkers follow the Auto Double or manual cancel and allow you to extend the combo. Killer Instinct **combos** are basically multiple **combos** linked together to form one big combo. The Linker links everything together. Each character has Special attacks that are designated Linkers. Light Linkers are performed by executing the input for the attack + Light Punch/Kick, Medium Linkers are performed by executing the input for the attack + Medium Punch/Kick, and Heavy Linkers are performed by executing the input for the attack + holding Light or Medium Punch/Kick.

COMBO ENDERS

Enders do just that: end your combo, allowing you to inflict all of your guaranteed damage to your opponent. Different Enders have different uses (i.e., damage, meter building, launcher, wall splat). The more Potential Damage your combo does, the higher level the Ender will be and the larger the result of its use will be. Potential Damage of 0–9 results in a level 1, 10–19 in a level 2, 20–29 in a level 3, and 30+ in a level 4 Ender.

WALL SPLATS

A wall splat occurs only in corners and only after a specific Ender. Using a specific Heavy Punch/Kick Ender will cause a wall splat on a cornered opponent. This Ender will give you all of your Potential Damage from the combo that just ended and one free Opener, The wall splat, however, will not reset the KV Meter.

ULTRA COMBO

In Killer Instinct, the Ultra Combo is the ULTIMATE coup de grâce. It is one of the most legendary ways to finish off your opponent. The Ultra Combo is a ridiculously large combo that you can activate only when your opponent is down to the last 15% of his or her second life bar, also known as "Danger." An Ultra Combo ends the match once it's activated and cannot be broken, no matter how much you add to the hits of the combo. You can end the Ultra Combo early by pressing Medium Punch + Medium Kick at any point during the Ultra Combo.

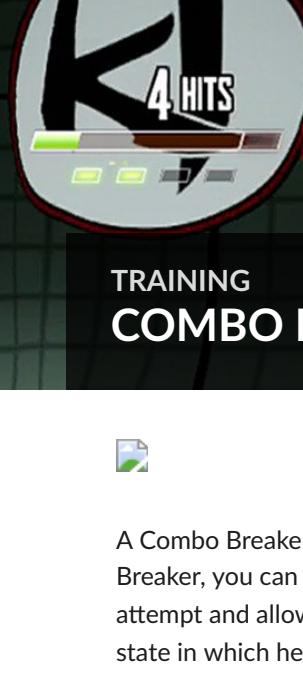


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TRAINING COMBO FLOWCHART



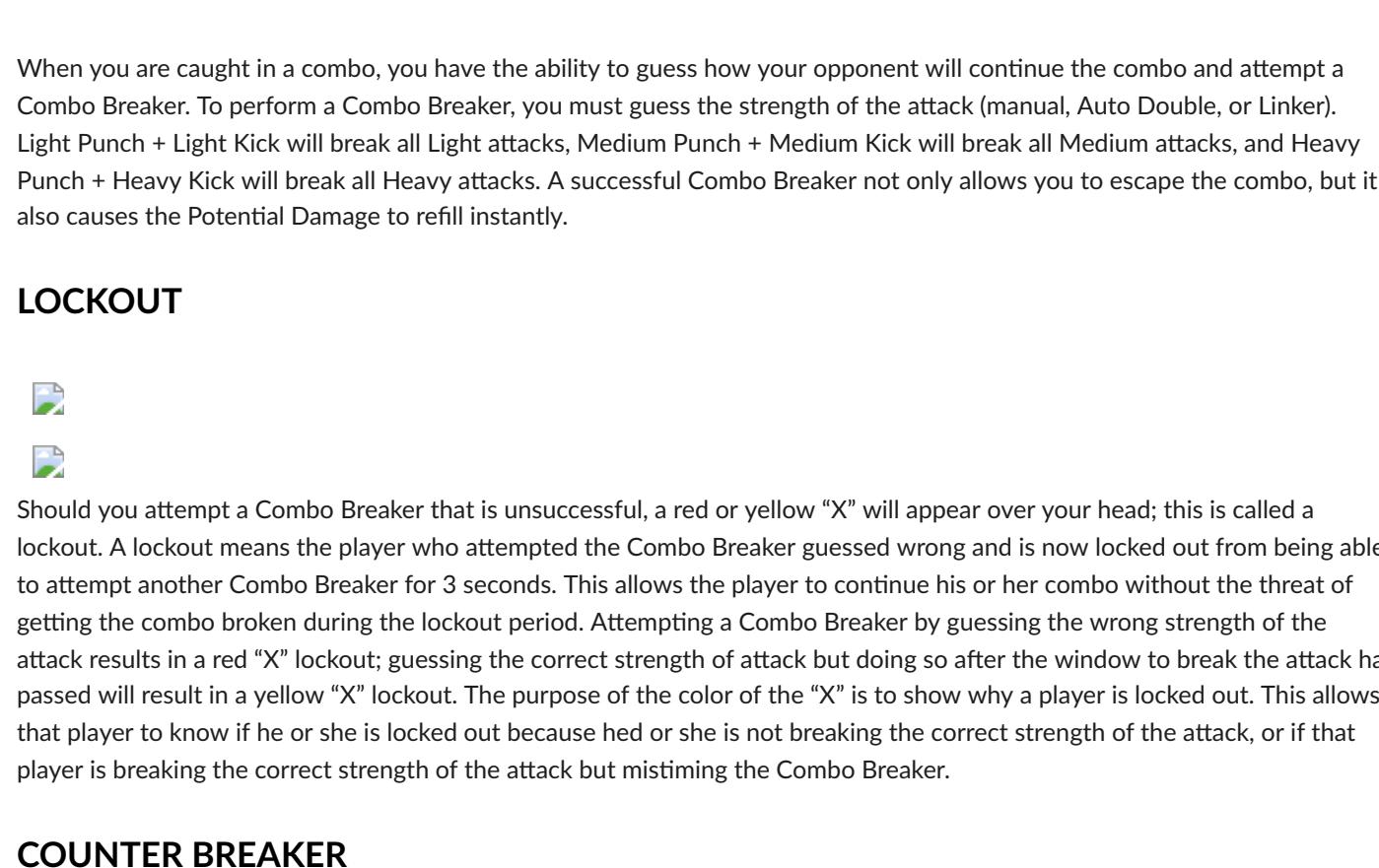


TRAINING COMBO BREAKER SYSTEM



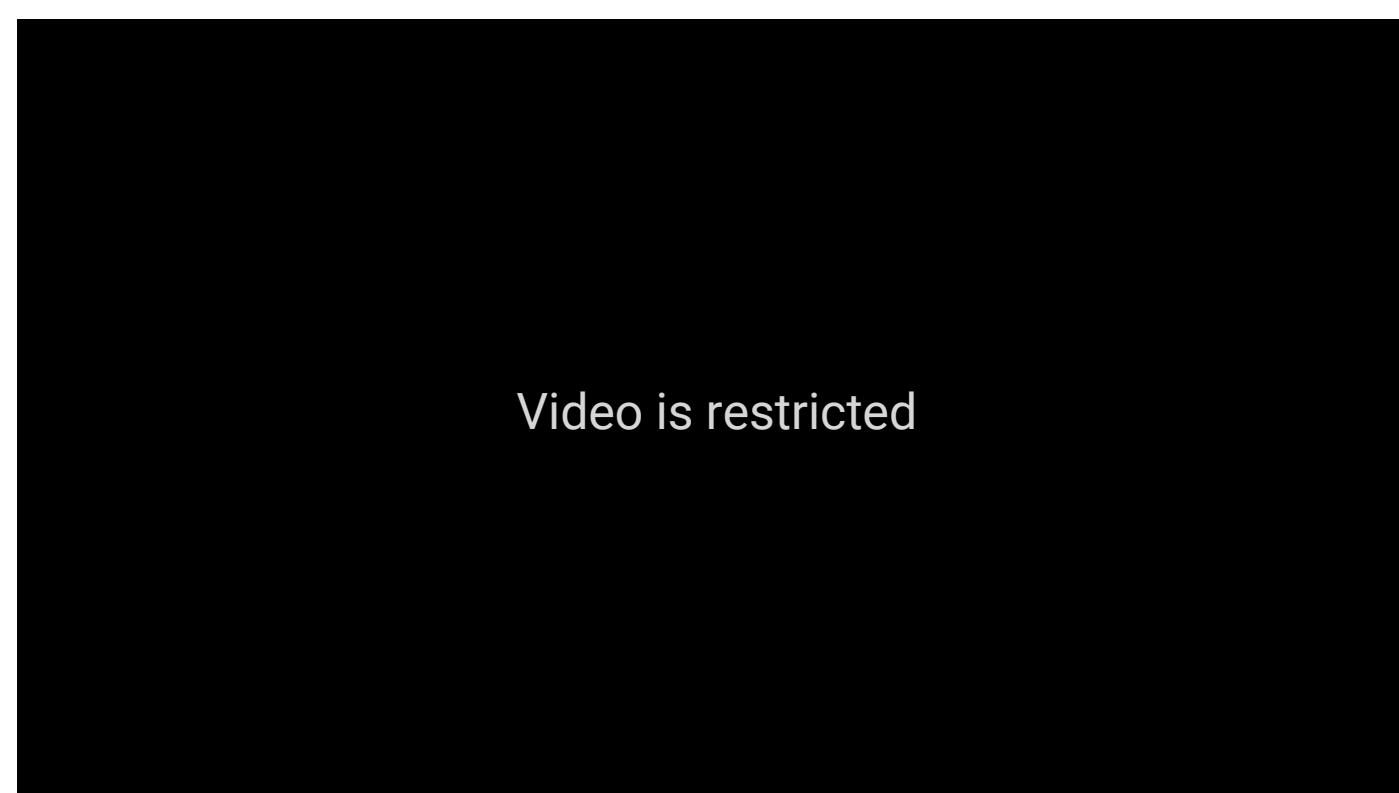
A Combo Breaker allows your opponent to attempt to break out of **combos**. If you think your opponent will attempt a Combo Breaker, you can either mix-up your combo or execute a Counter Breaker, which will counter your opponent's Combo Breaker attempt and allow you to continue your combo. After a failed Combo Breaker attempt, your opponent will be put into a lockout state in which he or she cannot attempt another Combo Breaker for an extended period of time.

COMBO BREAKER



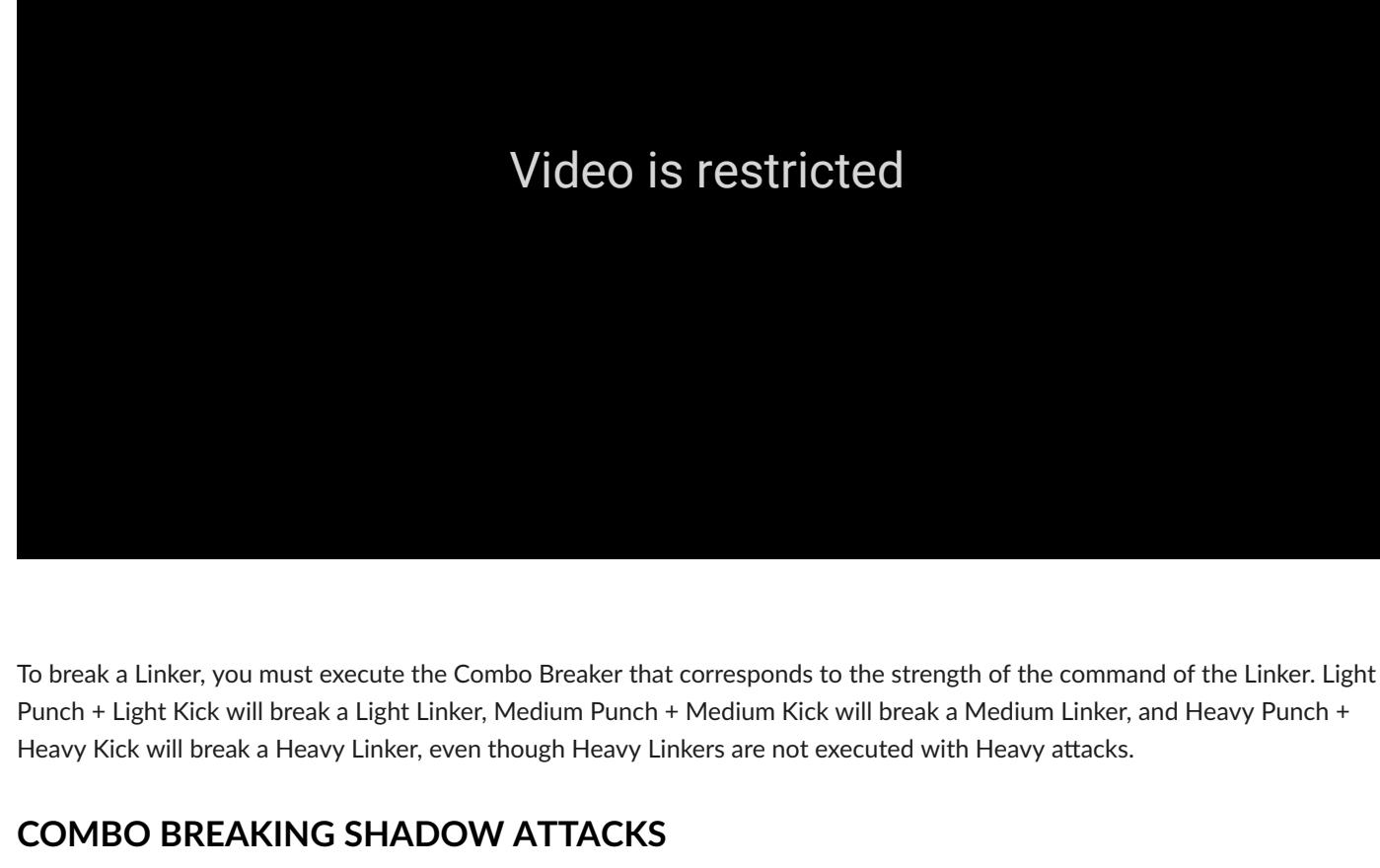
When you are caught in a combo, you have the ability to guess how your opponent will continue the combo and attempt a Combo Breaker. To perform a Combo Breaker, you must guess the strength of the attack (manual, Auto Double, or Linker). Light Punch + Light Kick will break all Light attacks, Medium Punch + Medium Kick will break all Medium attacks, and Heavy Punch + Heavy Kick will break all Heavy attacks. A successful Combo Breaker not only allows you to escape the combo, but it also causes the Potential Damage to refill instantly.

LOCKOUT



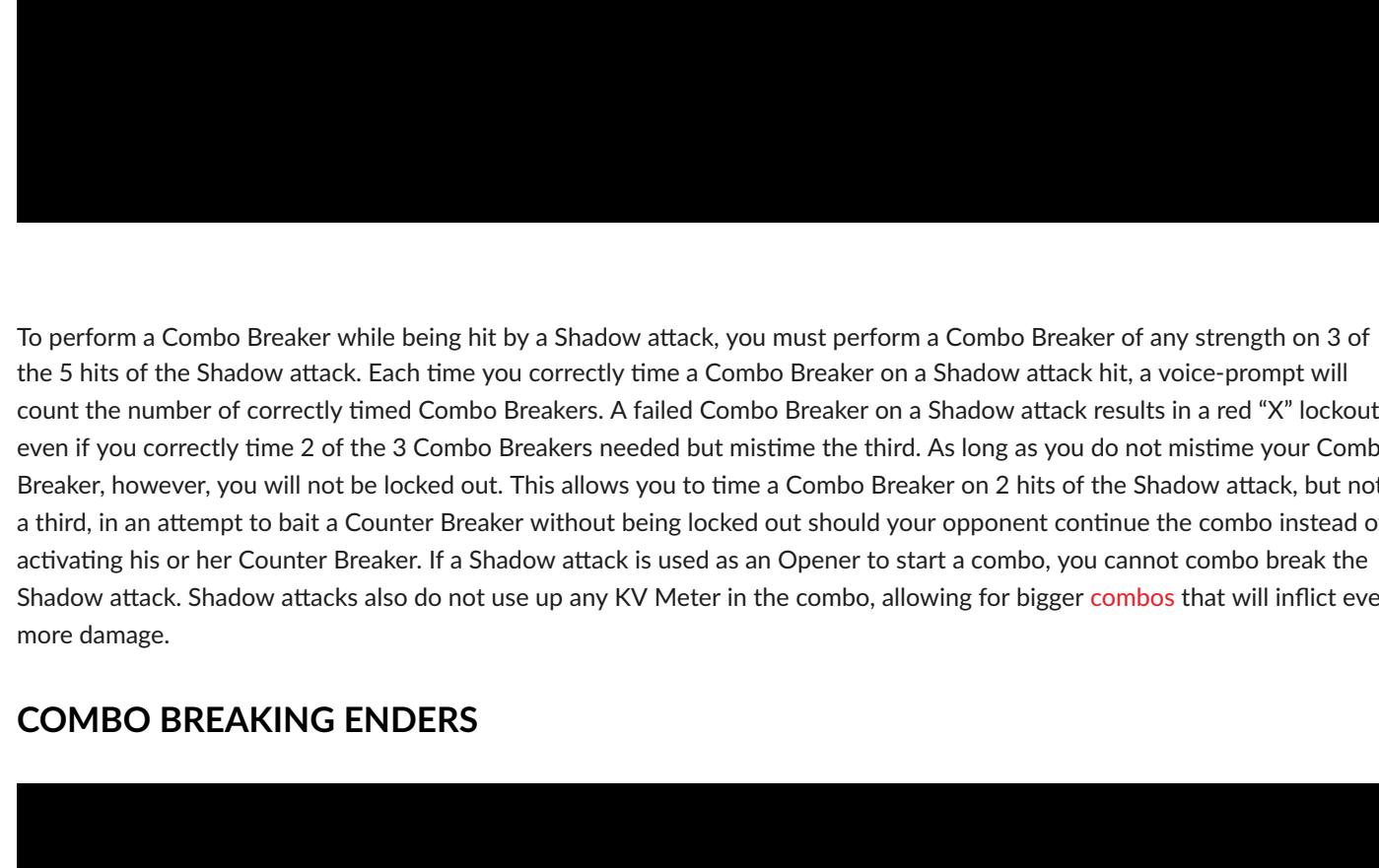
Should you attempt a Combo Breaker that is unsuccessful, a red or yellow "X" will appear over your head; this is called a lockout. A lockout means the player who attempted the Combo Breaker guessed wrong and is now locked out from being able to attempt another Combo Breaker for 3 seconds. This allows the player to continue his or her combo without the threat of getting the combo broken during the lockout period. Attempting a Combo Breaker by guessing the wrong strength of the attack results in a red "X" lockout; guessing the correct strength of attack but doing so after the window to break the attack has passed will result in a yellow "X" lockout. The purpose of the color of the "X" is to show why a player is locked out. This allows that player to know if he or she is locked out because he or she is not breaking the correct strength of the attack, or if that player is breaking the correct strength of the attack but mistiming the Combo Breaker.

COUNTER BREAKER



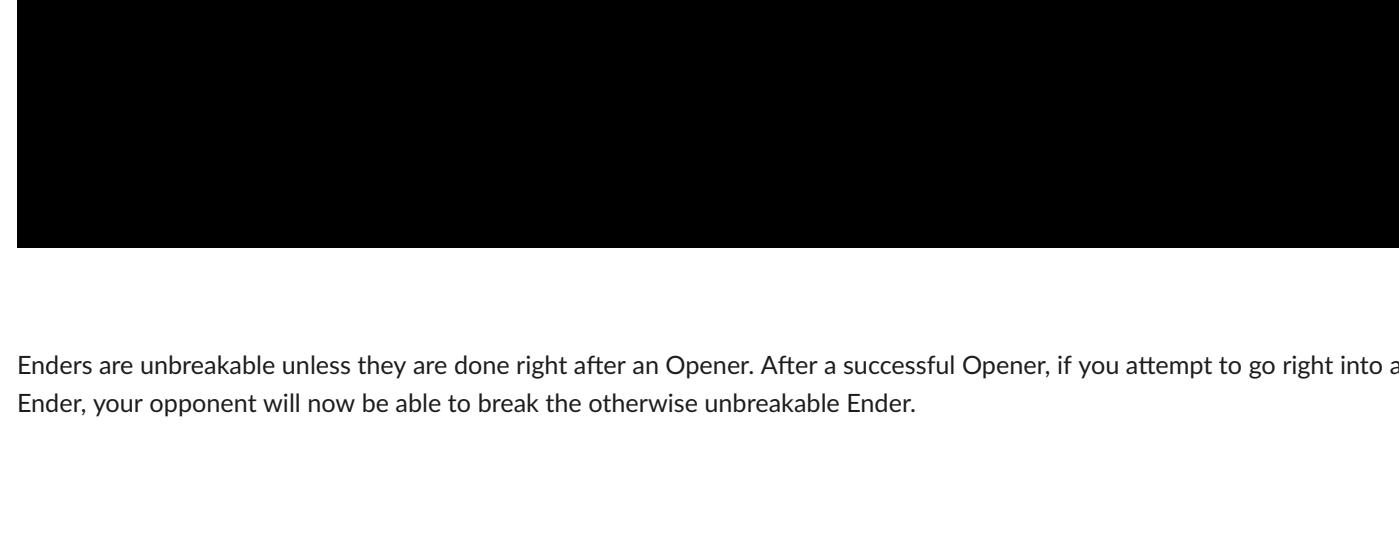
If you believe your opponent will attempt a Combo Breaker, pressing Medium Punch + Medium Kick at the point you believe your opponent will attempt to break will activate a Counter Breaker. A Counter Breaker will parry your opponent's Combo Breaker, automatically go into an Opener, and reset the KV Meter, allowing for a larger-than-usual combo that inflicts more damage. After your successful Counter Breaker, your opponent also receives a lockout in the form of a red "X" and a longer lockout of 4 seconds instead of 3 seconds. If your Counter Breaker is unsuccessful, your combo stops and your Counter Breaker leaves you open for your opponent to start a combo of his or her own. An unsuccessful Counter Breaker also causes the Potential Damage to begin to refill.

COMBO BREAKING A MANUAL CANCEL



A manual cancel is much harder to break than an Auto Double. You can combo break manuals just like Auto Doubles: hit both buttons of the same strength of the attack. You can break a manual, however, only during the manual's short Hitstop, which is a freeze-frame when the attack connects.

COMBO BREAKING LINKERS

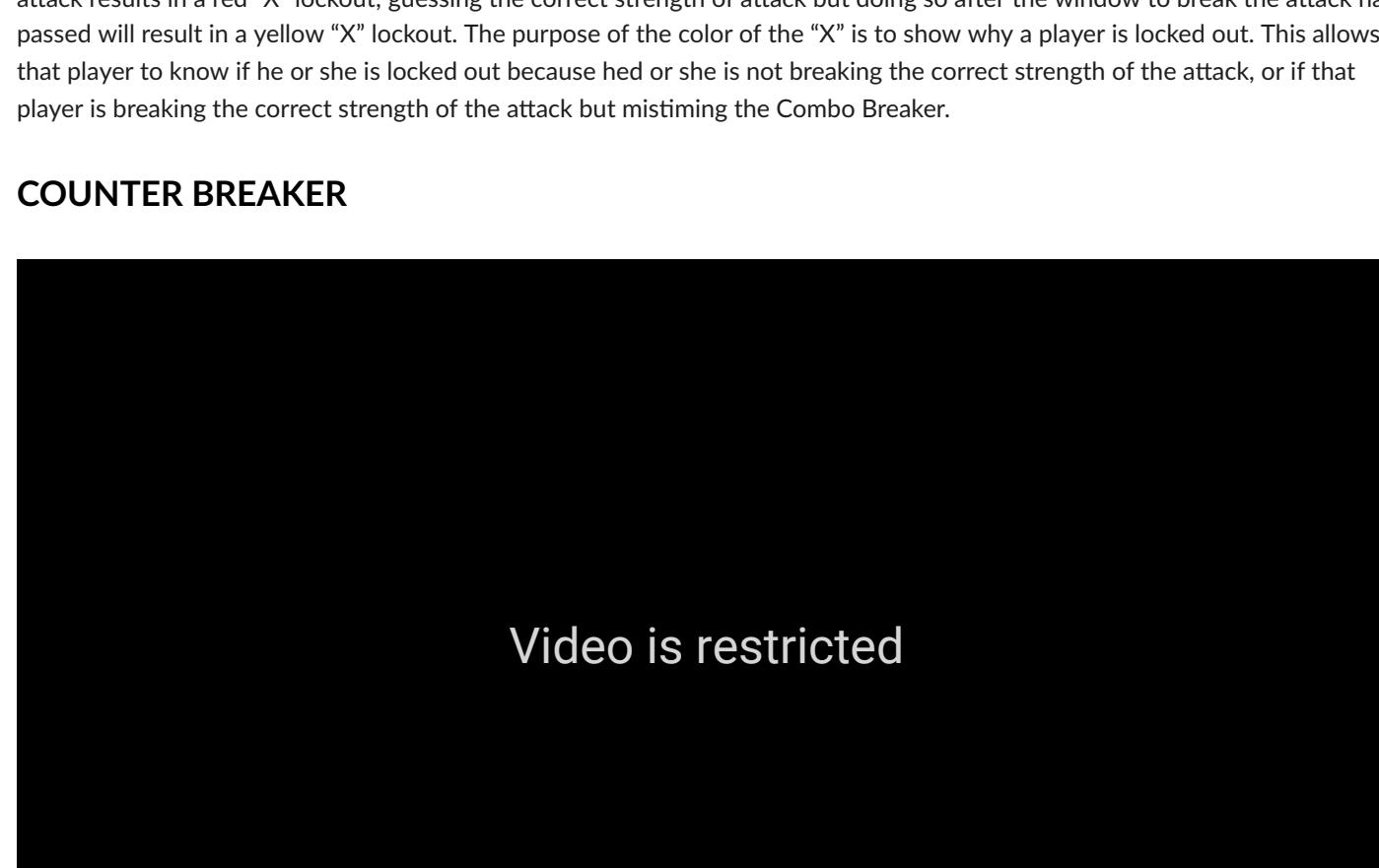


To break a Linker, you must execute the Combo Breaker that corresponds to the strength of the command of the Linker. Light Punch + Light Kick will break a Light Linker, Medium Punch + Medium Kick will break a Medium Linker, and Heavy Punch + Heavy Kick will break a Heavy Linker, even though Heavy Linkers are not executed with Heavy attacks.

COMBO BREAKING SHADOW ATTACKS

To perform a Combo Breaker while being hit by a Shadow attack, you must perform a Combo Breaker of any strength on 3 of the 5 hits of the Shadow attack. Each time you correctly time a Combo Breaker on a Shadow attack hit, a voice-prompt will count the number of correctly timed Combo Breakers. A failed Combo Breaker on a Shadow attack results in a red "X" lockout, even if you correctly time 2 of the 3 Combo Breakers needed but mistime the third. As long as you do not mistime your Combo Breaker, however, you will not be locked out. This allows you to time a Combo Breaker on 2 hits of the Shadow attack, but not a third, in an attempt to bait a Counter Breaker without being locked out should your opponent continue the combo instead of activating his or her Counter Breaker. If a Shadow attack is used as an Opener to start a combo, you cannot combo break the Shadow attack. Shadow attacks also do not use up any KV Meter in the combo, allowing for bigger **combos** that will inflict even more damage.

COMBO BREAKING ENDERS



Enders are unbreakable unless they are done right after an Opener. After a successful Opener, if you attempt to go right into an Ender, your opponent will now be able to break the otherwise unbreakable Ender.



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8 HITS

46

TRAINING COMBO STRATEGY



USING SHADOW ATTACKS NEAR A KV MAX OUT

Video is restricted

Shadow attacks are able to extend [combos](#) despite high KV because they do not add to the KV Meter. This gives you the ability to extend the combo at a high point in the KV Meter where other attacks would cause the KV to max out.

HUNTING LOCKOUTS

Video is restricted

Locking your opponent out allows you to extend the combo without the immediate threat of a Combo Breaker. Using manuals, mixing up the strength of your Auto Double/Linkers, and using Shadow attacks are good ways to cause your opponent to use the wrong strength of Combo Breaker or mistime his or her Combo Breaker. Another way to cause a lockout is to use a predictable series of attacks in your combo to bait your opponent into a Combo Breaker, allowing you to then counter with a Counter Breaker.

RESETS

Video is restricted

A reset is when you let your opponent out of a combo intentionally, with the goal of starting a new combo through an immediate mix-up. Potential Damage stays flashing as long as you don't get combo broken, so resets allow you to accrue a lot of Potential Damage quickly.

USING A WALL SPLAT ENDER TO SET UP RESETS

Video is restricted

When doing a combo on a cornered opponent, you can use a designated Heavy Ender to cause a wall splat. From there you use the advantage of the wall splat to go into a mix-up. By using a wall splat Ender to set up the reset, you cash in your Potential Damage from the combo, allowing you a reset without the risk of losing the Potential Damage of your previous combo when doing so.

USING INSTINCT CANCEL TO FORM A DOUBLE COMBO

Video is restricted

By canceling into Instinct while you have your opponent in a combo, you cause the KV Meter to reset. This allows you to completely max out the KV Meter and then Instinct cancel to keep the combo going, resetting the KV Meter in the process. Then you can continue the combo and again max out the KV Meter before cashing in your Potential Damage with an Ender. Instinct canceling out of a combo also counts as starting a new combo, even though the combo is actually still ongoing. This allows you to follow up the Instinct cancel by going right into an Opener, which at this point in the combo would normally count as a Linker. But because the Instinct cancel counts as starting a new combo, it becomes an Opener instead of a Linker, thus making it unbreakable.

USING INSTINCT TO CANCEL AN ENDER

Video is restricted

Instinct canceling out of an Ender allows you to cash in your Potential Damage and reset the KV Meter. Instinct canceling out of a combo still counts as starting a new combo, even though you canceled out of an Ender. Instinct canceling out of an Ender at the end of bigger [combos](#) allows you to cash in big Potential Damage while resetting the combo and KV Meter as well as giving yourself a guaranteed unbreakable Opener as a follow up.



JAGO

INTRODUCTION

Jago, the monk warrior with the Tiger Spirit, is a very traditional fighting game character with good rushdown, zoning, and even a little bit of grappling. His Endokuken and Wind Kick make him a threat from any range, while his Laser Sword and **command normal attacks** help him keep the pressure on when up close. He gets small combo opportunities from his regular throws that give him extra versatility as well. Additionally, he has one of the strongest Instincts in the game, making him an extremely well-rounded character.



INSTINCT MODE

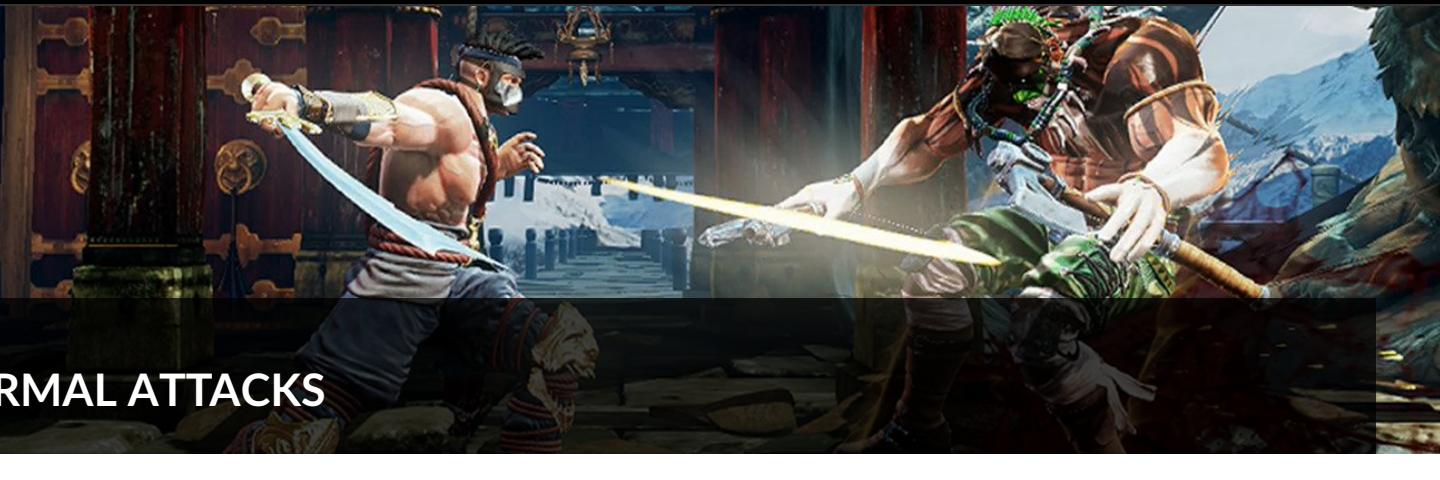


Description: With his Instinct Mode active, Jago will regenerate life as he attacks the opponent. Additionally, each attack he does will receive +2 extra frames better recovery than it usually would.

QUICK REFERENCE

Name	Move
COMMAND NORMALS	
DOUBLE ROUNDHOUSE	
NECK CUTTER	
SPECIALS	
WIND KICK	
LASER SWORD	
TIGER FURY	
ENDOKUKEN	
OPENERS	
WIND KICK	
LASER SWORD	
TIGER FURY	
ENDOKUKEN	

Name	Move	Description
LINKERS		
WIND KICK	/ or Hold /	Carry Linker
LASER SWORD	Damage Linker / or Hold /	Damage Linker
SHADOW WIND KICK		Carry Linker
SHADOW LASER SWORD		Damage Linker
ENDERS		
WIND KICK		Carry Ender
LASER SWORD		Launcher Ender
TIGER FURY		Damage Ender
ENDOKUKEN		Battery Ender
SHADOW TIGER FURY	x2	
SHADOW ENDOKUKEN	x2	
ULTRA COMBO		



JAGO NORMAL ATTACKS

Standing Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block
1	Standing		Mid	5	5	2	10	4
2	Standing		Mid	10	6	3	19	1
3	Standing		Mid	15	11	3	27	-3
4	Standing		Mid	5	7	4	14	5
5	Standing		Mid	10	8	3	20	3
6	Standing		Mid	15	11	5	24	0



Close Standing Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block
1	Close Standing		Mid	10	5	3	16	2
2	Close Standing		Mid	15	7	5	21	-1
3	Close Standing		Mid	5	7	4	10	5
4	Close Standing		Mid	10	6	4	11	4
5	Close Standing		Mid	15	8	4	19	-2



Crouching Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Crouching		Mid	5	5	2	8	4	2
2	Crouching		Mid	12	7	2	18	0	-2
3	Crouching		Mid	15	10	5	21	-4	-7
4	Crouching		Low	5	5	2	10	4	1
5	Crouching		Low	10	7	2	18	3	1
6	Crouching		Low	18	8	2	22	KD(43)	-9 Sweep, hard knock down




JAGO

COMMAND NORMAL ATTACKS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Neck Cutter (	Overhead	15	19	2	27	-2	-6	Long range overhead
2	Double Roundhouse (	Mid	10,12	8	4	19	5	3	Two hit, pressure opener



Neck Cutter

Command: 

Hit Level: Overhead

Range: Sweep

Description: When performing Neck Cutter, **Jago** swipes downward with his sword for one of the best overhead attacks in the game. It has tremendous range, and when canceled into Light or Medium Wind Kick, is made safe on block or leads into a combo on hit. It is also useful as a mix-up tool when paired with crouching Medium Kick.

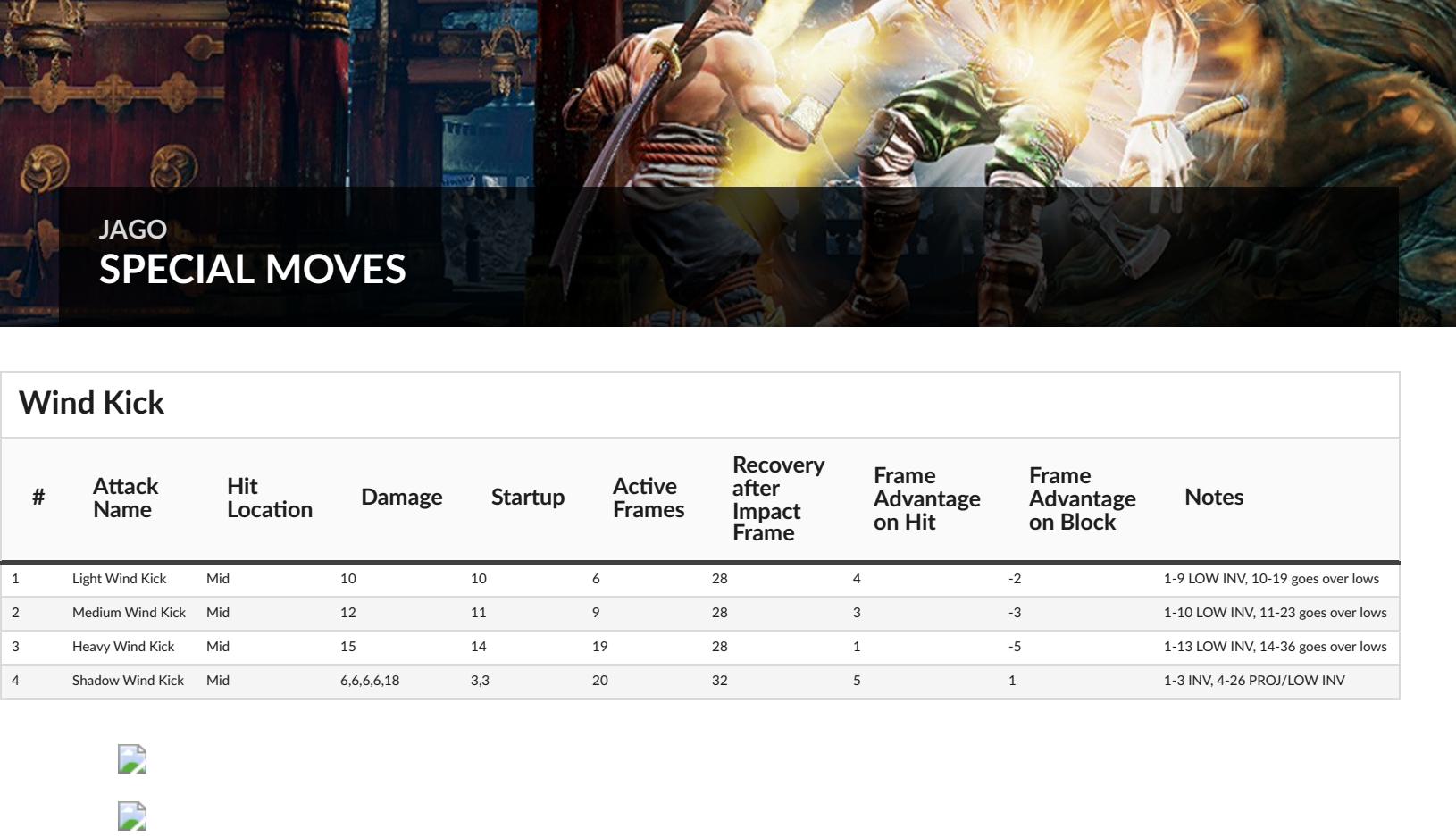
Double Roundhouse

Command: 

Hit Level: Mid, Mid

Range: Sweep

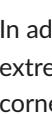
Description: This advancing normal is a two-hit attack that can be special canceled on hit or block and can be used in juggles and **combos**. It is very similar to pressure moves from previous KI games. Impacting at 8 frames, it is relatively quick as well. When using this attack, you will want to cancel it into Laser Sword, Wind Kick, or Shadow Endokunen. Because it is multiple hits and because it is expected that you will cancel it into a special, opponents will try to Shadow Counter, so you have to be aware of how much meter your opponent has available. If he or she has no meter available, then go in hard with this.



JAGO SPECIAL MOVES

Wind Kick

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Wind Kick	Mid	10	10	6	28	4	-2	1-9 LOW INV, 10-19 goes over lows
2	Medium Wind Kick	Mid	12	11	9	28	3	-3	1-10 LOW INV, 11-23 goes over lows
3	Heavy Wind Kick	Mid	15	14	19	28	1	-5	1-13 LOW INV, 14-36 goes over lows
4	Shadow Wind Kick	Mid	6,6,6,18	3,3	20	32	5	1	1-3 INV, 4-26 PROJ/LOW INV



Commands

Opener:

Linker: / or Hold /

Ender:

Shadow Wind Kick:

Hit Level: Mid

Range: Depends on Kick Strength

Description: **Jago's** Wind Kick is a jumping kick attack used to close distance and start pressure. The light version of the Wind Kick is safe on block, but it has the least amount of range. The heavy version goes the farthest across the screen but is unsafe on block. The move is also low invulnerable until impact, so if you ever feel that your opponent is going low, you can try to crush his or her low attack with a Wind Kick to start a combo. When you use it in conjunction with an Endokken first, you can lock your opponent down if he or she does not have meter to Shadow Counter.

Shadow Version

In addition to being low invulnerable, Shadow Wind Kick is also projectile invulnerable, so you can use it to close the gap from extremely long distances. Being five hits, this is also **Jago's** longest Carry Linker, so it is best used to get the opponent into the corner. It can be used as either an Opener or a Linker, but you cannot use the Shadow version as an Ender in a combo to cash in your potential damage.

Linker

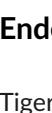
As a Linker, Wind Kick is **Jago's** best option to carry the opponent across the stage during his combo. Getting your opponent to the wall/corner is advantageous, as it gives you extra damage and reset opportunities. When adding manuals to a combo, Light Kick canceled into Medium Wind Kick Linker is fairly easy to loop.

Ender

As an Ender, Wind Kick pushes your opponent far away from you. The higher level Ender, the farther away your opponent will be pushed. This is useful in matches where you prefer to keep your opponent at bay and play more of a zoning game with him or her. If used as an Ender when in the corner, Wind Kick will give you a wall splat.

Laser Sword

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Laser Sword	Mid	14	8	2	23	2	-1	
2	Medium Laser Sword	Mid	18	10	2	26	4	1	
3	Heavy Laser Sword	Mid	10,12	11	3	22	5	2	
4	Shadow Laser Sword	Mid	8,8,8,24	3,2	4	19	6	2	1-4 Invincible, 5-9 UPP



Commands

Opener:

Ender:

Shadow Laser Sword:

Hit Level: Mid

Range: Close

Description: With Laser Sword, **Jago** swings his sword in an upward direction. The light and medium versions are only a single hit while the heavy version is two hits. Laser Sword is a great tool for applying pressure to your opponent, but note that it is not meant to be used as an anti-air. All versions are safe on block, making it very useful for close combat; however, only medium and heavy have advantage on block. Since you will have to be near the opponent for this to reach, capitalize on your advantage with a quick poke like standing LP or close-standing LK. From farther away, follow up with standing MP. Because the second hit of the heavy version can be Shadow Countered, one **strategy** is to condition your opponent with Heavy Laser Swords, then bait out a counter attempt by switching to Light or Medium Laser Sword. If your opponent takes the bait, you can follow up to combo on his or her whiffed counter attempt.

Shadow Version

Shadow Laser Sword is best used as a defensive tool, as it is has upper-body invulnerability. It is also useful for **combos** in juggle states, as it keeps your opponent close to you and allows for further juggle opportunities.

Linker

When used as a Linker in **combos**, Laser Sword is what you go for when you need more damage. Laser Sword is **Jago's** strongest Linker option. If going for a manual after using this Linker, you have a total of 6 frames for Light, 8 for Medium, 9 for Heavy, and 10 for Shadow.

Ender

Laser Sword as an Ender is **Jago's** Launcher Ender. It launches the opponent vertically so you can follow up with additional juggle hits easily. An easy option would be to do Double Roundhouse and cancel it into another Laser Sword or Tiger Fury. The higher level the Ender, the higher Laser Sword will launch.

Tiger Fury

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Tiger Fury	Mid	18	3	8	38	KD	-27	1-2 INV, 3-7 UPP, 3-15 THR, 6-30 in air
2	Medium Tiger Fury	Mid	22	3	8	45	KD	-34	1-3 INV, 4-7 UPP, 4-15 THR, 6-34 in air
3	Heavy Tiger Fury	Mid	26	3	8	54	KD	-40	1-4 INV, 5-7 UPP, 5-15 THR, 6-39 in air
4	Shadow Tiger Fury	Mid	10,10,10,30	3,0	4	46	NA	-42	1-5 INV, 6-9 UPP, 6-40 in air

Commands

Opener:

Ender:

Shadow Tiger Fury:

Hit Level: Mid

Range: Close

Description: Tiger Fury is **Jago's** classic uppercut attack. If you are looking for an anti-air solution, then this is your best bet. It is invincible on startup, making it a useful tool to keep opponents from pressuring you after a knockdown. Note that heavier versions have slightly more invincibility; however, they are far more vulnerable if blocked. If you anticipate your opponent is going to do a meaty attack to pressure you as you get up off the ground, Tiger Fury is your answer. If your opponent blocks or backs away from your Tiger Fury attempt, then **Jago** is wide open to eat a full combo. On hit as an anti-air, Light Tiger Fury can also lead to small juggle opportunities with a Heavy Tiger Fury, if you caught your opponent high enough. Utilizing Shadow Meter and Instinct canceling, you can turn one of these anti-air hits into a good chunk of damage.

Shadow Version

Shadow Tiger Fury is a multi-hitting variation of Tiger Fury. It is invincible on startup and can also be used as an Ender. In juggle states, it keeps your opponent close to you and allows for further juggle opportunities.

Linker

When used as a Linker in **combos**, Tiger Fury is what you go for when you need more damage. Tiger Fury is **Jago's** strongest Linker option. If going for a manual after using this Linker, you have a total of 6 frames for Light, 8 for Medium, 9 for Heavy, and 10 for Shadow.

Ender

Tiger Fury as an Ender is **Jago's** Launcher Ender. It launches the opponent vertically so you can follow up with additional juggle hits easily. An easy option would be to do Double Roundhouse and cancel it into another Tiger Fury or Laser Sword. The higher level the Ender, the higher Tiger Fury will launch.

Endokken

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Endokken	Mid	16	15	NA	31	2	-8	Can Manual Cancel
2	Medium Endokken	Mid	16	15	NA	31	2	-8	Can Manual Cancel
3	Heavy Endokken	Mid	16	15	NA	31	2	-8	Can Manual Cancel
4	Shadow Endokken	Mid	8,8,8,8	5,1	NA	30	NA	-4	1-5 INV

Commands

Opener:

Ender:

Shadow Endokken:

Hit Level: Mid

Range: Full Screen

Description: The Endokken is **Jago's** projectile in which he hurls a ball of energy toward his opponent. The varying attack strengths change the speed of the projectile but not the damage. You want to use this as a zoning tool to control the space and angle from which your opponent can approach you. On hit, if close enough, you can follow up with a close standing Medium Punch, leading to a full combo by utilizing a manual cancel. From a distance, it is unsafe and can be full punished; however, if your opponent blocks an Endokken, it will build you a lot of Shadow Meter.

Shadow Version

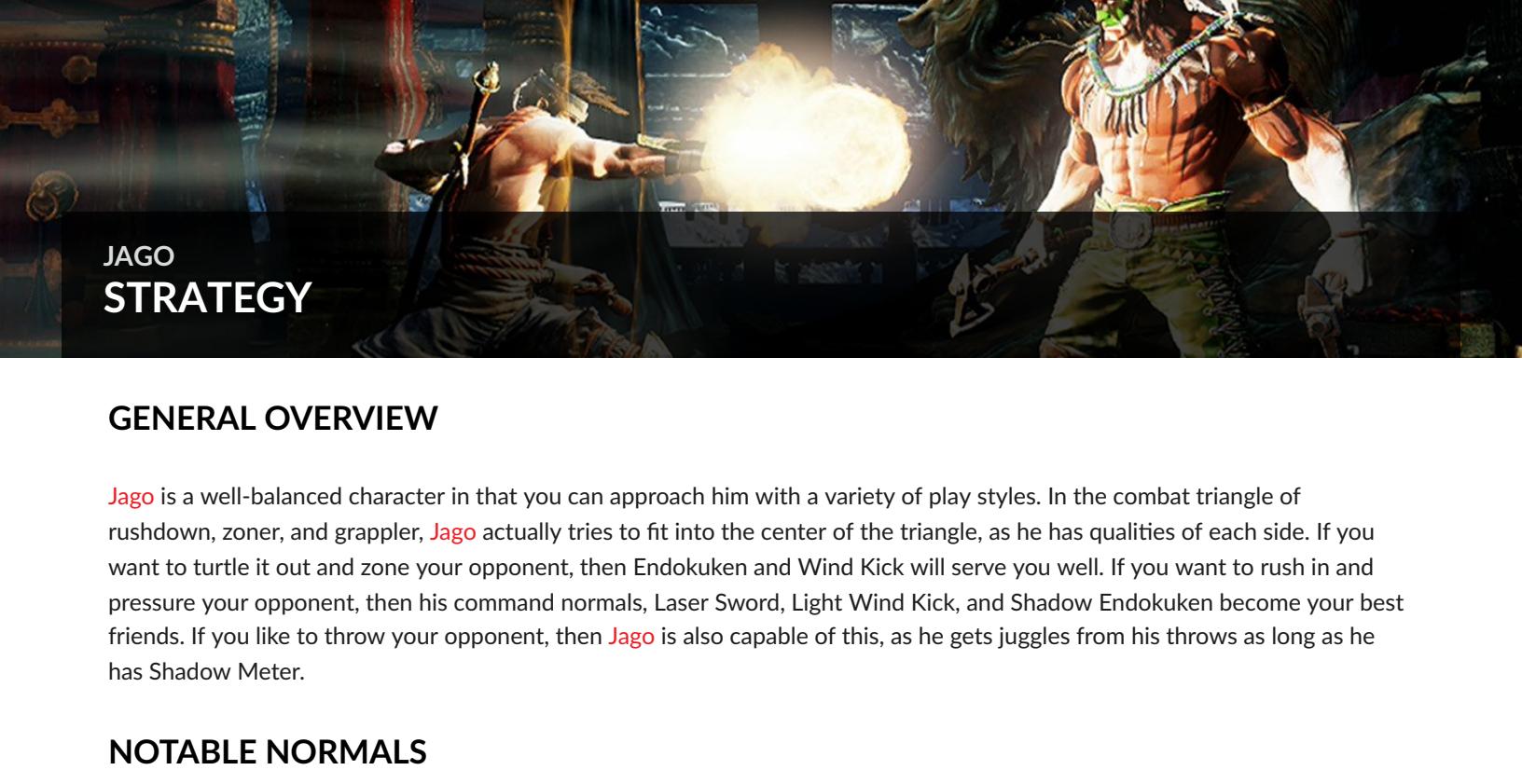
The Shadow Endokken is much safer on block (though still negative) and does more hits. It can be useful for applying pressure to your opponent when you have him or her trapped in a corner. Since **Special Moves** can be canceled into Shadow Moves, you can use Tiger Fury canceled into Shadow Endokken for pressure. If the Tiger Fury hits, then the Shadow Endokken will still come out to prevent you from getting punished by a full combo. You want to use Shadow Endokken instead of, say, Shadow Laser Sword here because on blocked Tiger Fury, the Shadow Endokken will be much harder to Shadow counter.

Ender

Endokken is **Jago's** Battery Ender, which means it will build Shadow Meter when used as an Ender. How much meter it builds depends on what level of an Ender your combo achieved. If you're going against a projectile heavy character, then having extra Shadow Meter will keep your Shadow Wind Kick loaded. If your play style is more rushdown, then more Shadow Meter means more Shadow Endokken pressure as well.

Endokken

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Endokken								



JAGO STRATEGY

GENERAL OVERVIEW

Jago is a well-balanced character in that you can approach him with a variety of play styles. In the combat triangle of rushdown, zoner, and grappler, Jago actually tries to fit into the center of the triangle, as he has qualities of each side. If you want to turtle it out and zone your opponent, then Endokuken and Wind Kick will serve you well. If you want to rush in and pressure your opponent, then his command normals, Laser Sword, Light Wind Kick, and Shadow Endokuken become your best friends. If you like to throw your opponent, then Jago is also capable of this, as he gets juggles from his throws as long as he has Shadow Meter.

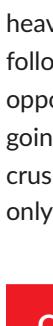
NOTABLE NORMALS

Jago's standing Heavy Punch and standing Medium Punch are great ranged normals. Both have longer reach than you would imagine and are useful to combo into a Wind Kick. Mixing standing Heavy Punch with Neck Cutter is very useful as a footsie tool in protecting the ground in front of you. For anti-air purposes, crouching Heavy Punch is the ideal choice. For crossup attempts, Jago should use jumping Medium Kick or jumping Heavy Punch. Additionally all of Jago's Light Kick variations are all positive on hit and block and useful for pressure.



ZONING WITH JAGO

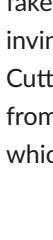
When zoning with Jago, your primary attack is going to be your Endokuken. As you use it to control the space and direction from which your opponent can approach, you will build meter whenever you get it blocked. If against a zoning character, having meter means you will be able to Shadow Wind Kick on reaction to beat out that character's projectiles. Additionally, while zoning, if you see your opponent whiff anything from a distance, then Heavy Wind Kick will bring you right in to start your combo. Use the Wind Kick Ender to knock your opponent away after the combo so you can continue to zone. If your opponent jumps in at you to avoid your Endokuken, you can use crouching HP or Tiger Fury to anti-air them. If you have meter available, you may want to use it to get additional damage from your opponent's jump in attempt and get a small juggle off these options. From a crouching HP anti-air you can combo Wind Kick into Shadow Endokuken to Tiger Fury for decent unbreakable damage as well. Standing Heavy Punch to Wind Kick is also a good option for zoning with a normal. Being the heaviest-weighted normal, your Heavy Punch will beat your opponent's light and medium attacks on trade and the Wind Kick will start your combo.



RUSHING DOWN WITH JAGO

If playing a rushdown style with Jago, you'll have to use a wider array of his move set and utilize his fast dash. His Neck Cutter command normal is an overhead with great range that can be canceled into a Light Wind Kick for safe pressure on block. His Double Roundhouse advances forward and is also useful for pressure, as it is positive on block. The way **normal attacks** are weighted (Limb Priority), these command normals both being heavy attacks will out-prioritize weaker normals, increasing their effectiveness.

To get in on your opponent, an Endokuken followed quickly by a Light or Medium Wind Kick is your best bet. If you land a combo on your opponent, be sure to end with anything except Wind Kick, as it will push your opponent away from you. Once in your opponent's face, you can set up throws by poking with close standing Light Kick and standing jab, as they are both positive on block. From a little farther out, you'll want to look for crouching Medium Kick or standing Medium Punch canceled into Light Wind Kick to start your **combos**. With a little conditioning of your opponent by multiple Neck Cutters, you'll have him or her eating your crouching Medium Kick and vice versa.



Video is restricted

Laser Sword is also effective up close because you have a choice of doing just one hit with light/medium or two hits with heavy. While this may seem insignificant, it will give your opponent pause when you do the one-hit variations, allowing you to follow up with additional pressure. The Heavy Laser Sword is +2 on block, making standing Medium Punch a frame trap if the opponent tries to retaliate. Looping Double Roundhouse canceled into Laser Sword variations will force your opponent into going low to beat the Double Roundhouse. To beat this, instead of looping back to Double Roundhouse just use a Wind Kick to crush your opponent's low attempts. Keeping your opponent suppressed with overwhelming offense is your goal here. There is only so much pressure one can withstand before cracking, so keep it on and eventually you'll find an opening.

Caution

Be aware of Shadow Counters when playing a rushdown game. In situations where you are canceling normals into specials or just doing specials such as the Heavy Laser Sword, Shadow Counters will be very effective at stopping you. Shadow Counters do require 1 bar of Shadow Meter to execute, though, so as long as your opponent does not have any meter, you're free to run buckwild!

USING INVULNERABILITY

When it comes to invulnerability, Jago has an option for everything as long as he has Shadow Meter. To beat lows, use regular Wind Kick; to beat throws and lows, use Shadow Wind Kick. If the opponent is using standing jab pressure, you can use Shadow Laser Sword for its upper-body strike invulnerability. And of course, in any situation you feel pressured, whether it be on wakeup or just by constant block strings, Tiger Fury is your answer. Because Tiger Fury has complete invincibility, the only options for your opponent are to block it or trade with it.



USING HARD KNOCKDOWNS

After a hard knockdown, pay attention to the time required for your opponent to get up off the ground. This is particularly useful after sweeps or throws. Moving slightly forward or backward and mixing up your jump timing can lead to cross-up or fake cross-up situations when using jump in Medium Kick or jump in Heavy Punch. Certain characters can wake up with invincibility, so be aware of this. Alternatively, you could go for a ground-based mixup with crouching Medium Kick or Neck Cutter and lead in to full combo. Don't forget to mix in doing nothing and just blocking as well. This will prevent your opponent from counteracting your wakeup options with invincibility. With this base established, your opponent will begin to block more, at which point you can try to walk up and throw your opponent to reset the situation.

Video is restricted

Jago's Instinct is very strong, as it allows him to regenerate health while attacking the opponent and by making his rushdown game more effective. His Instinct allows Jago to recover +2 additional frames faster than he normally would. So, for each attack the opponent blocks, Jago will be free to attack again 2 frames faster than normal. For each attack that hits the opponent, Jago has 2 additional frames to follow up with an additional attack. Dig into the provided frame data and look for places where those 2 frames matter! If a move has a 4-frame startup and another move usually has a block advantage of +2, that first move is now uninterrupted after the second on block! This becomes even more useful during **combos**, as it will be easier to do manuals, and you may be able to fit in heavier hits that were 2 frames too slow before!

Instinct Stats

- Jago in Attack Sequence (whiffing jabs/walking forward) = Regain 0.016% health per frame
- Opponent in Reaction (blocking/getting hit) = Regain 0.032% health per frame
- Maximum Theoretical Health Regain = 28.8%

BAITING COMBO-BREAKERS WITH JUGGLES

From Jago's Laser Sword Ender or throw into Shadow Move, the juggle opportunities afterward are fairly limited, and the manuals in them can be broken on reaction. To bait out a Combo Breaker, one of the better moves to use as a filler here is Double Roundhouse. If your opponent sees the first hit, he or she will eventually try to break the second hit. This is a great place to attempt a Counter Breaker!

In most cases when you use a Counter Breaker, your opponent is on the ground and ready to attack if you whiff a Counter Breaker. In this case, however, your opponent is still falling from the combo when you whiff it, so he or she will still have to get up off the ground to try and punish you, giving you more time to recover! Of course, if the Counter Breaker is successful, you get a whole new combo with the opponent locked out after having just completed a combo! Jago's "Around the World" combo system also allows for some good Counter Breaker baits, which we will get to in a little bit!

Video is restricted



Here are **Jago's** six auto doubles. Learn to tell them apart and your break them accordingly!

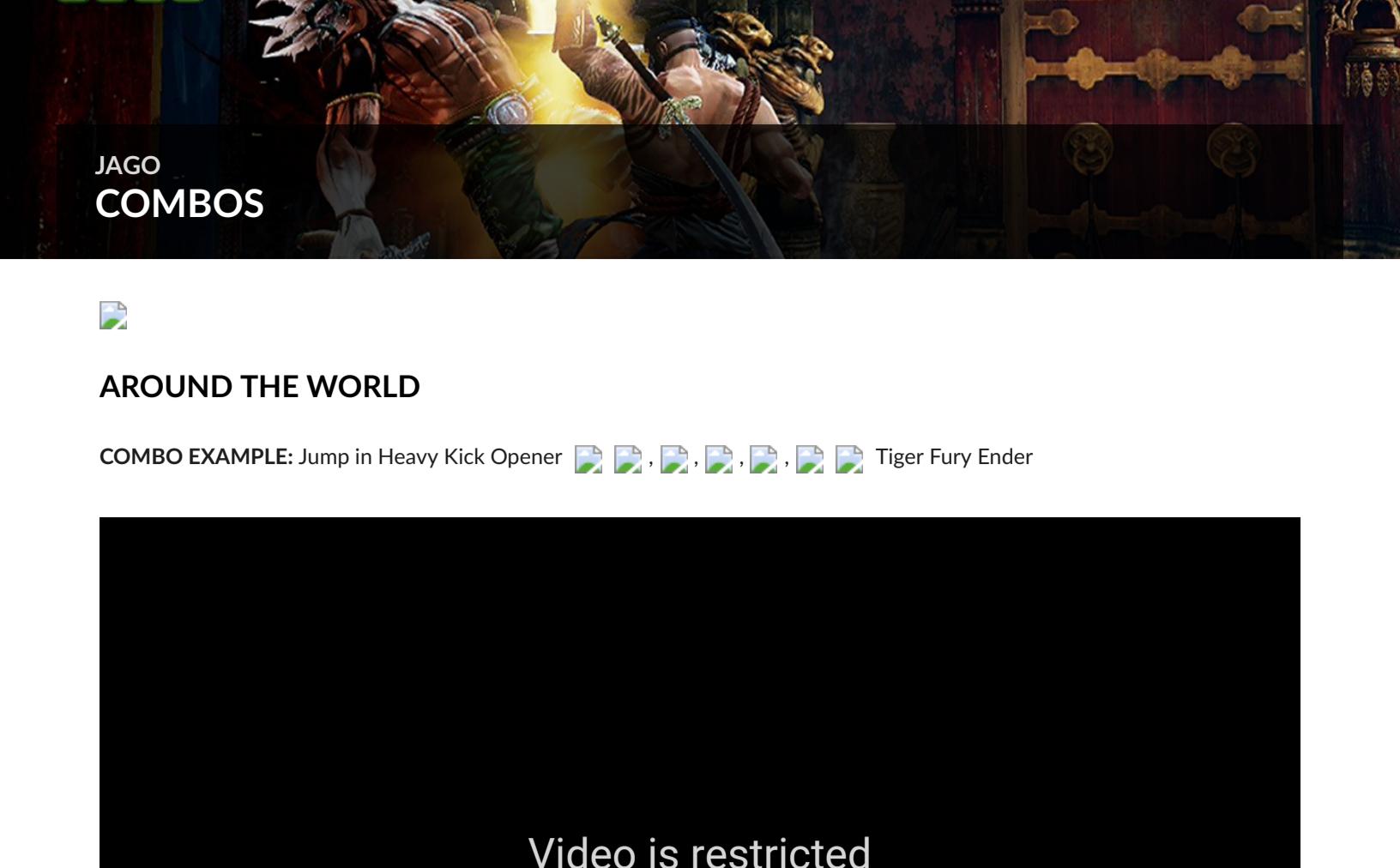
Combo Breaker Inputs			
Auto-Doubles	Light	Medium	Heavy
Punches			
Kicks			



JAGO COMBO FLOWCHART

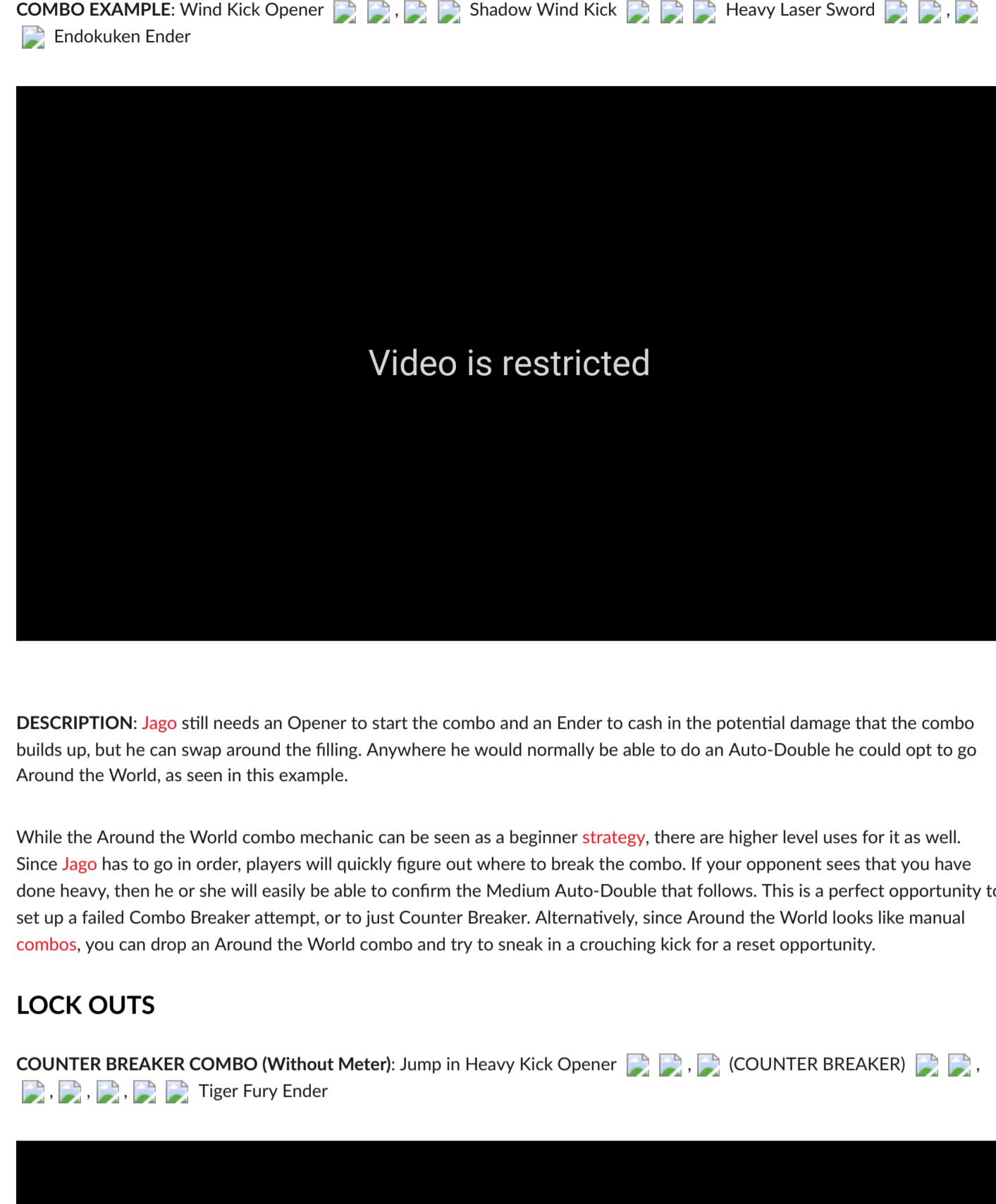
In Killer Instinct you will be required to modify your **combos** to avoid having them broken. Sometimes you may want to do **combos** to bait out Combo Breakers and Counter Break them. Use this **Jago** specific flowchart (no one else can Double->Double!) to come up with your own **combos!**





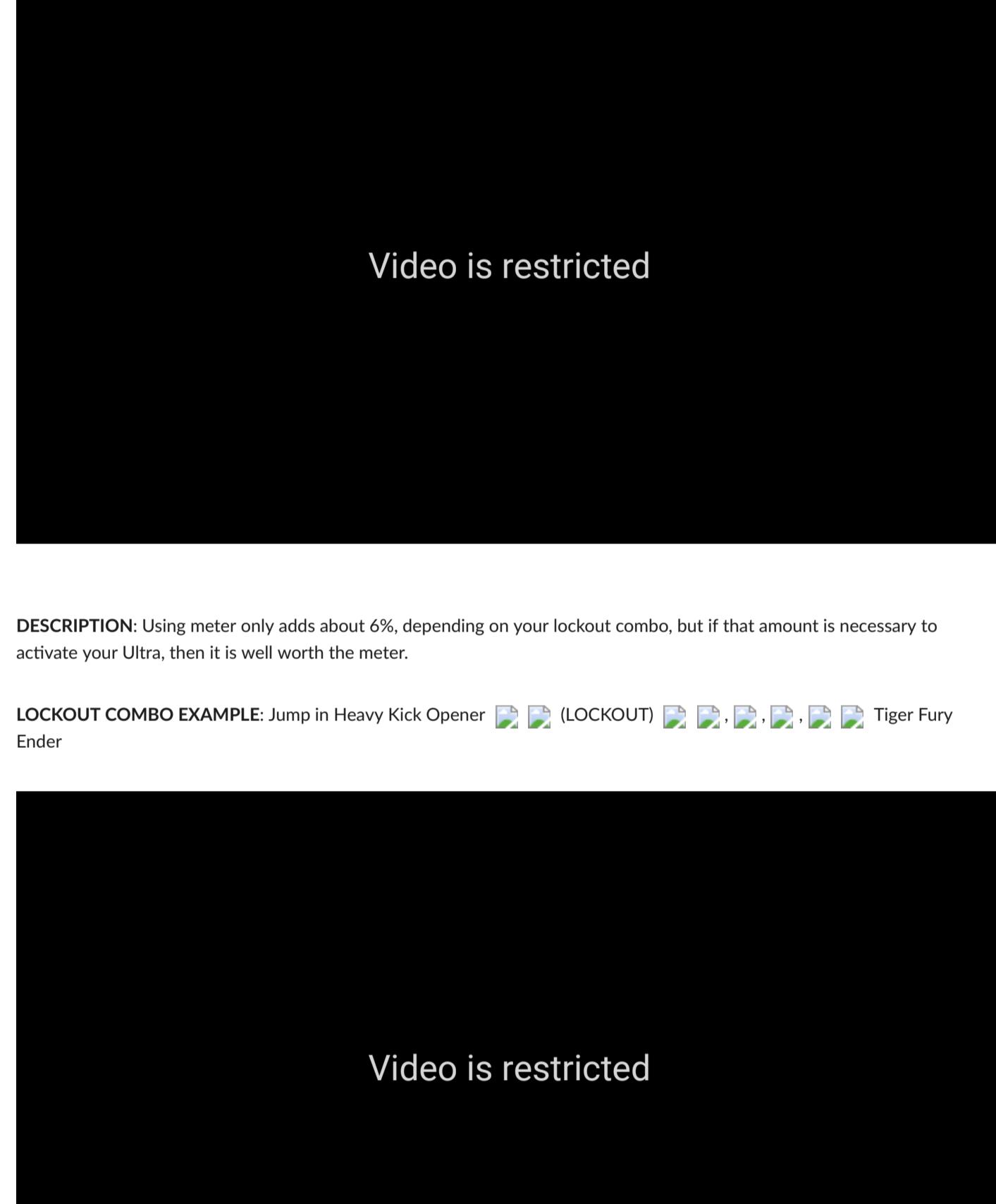
AROUND THE WORLD

COMBO EXAMPLE: Jump in Heavy Kick Opener Tiger Fury Ender



DESCRIPTION: Specific to **Jago** is a completely different way of utilizing the **combo system** in the game called "Around the World." After an Opener, **Jago** can continuously combo with just Auto-Doubles and then end with an Ender to cash in the potential damage. The only rule is that the Auto-Doubles must be done in decreasing order of strength (returning to heavy after light). You can also mix and match between kicks and punches. Each button press does an Auto-Double, and **Jago** can start from any attack button. For example, here **Jago** does jump in Heavy Kick Opener HK,M,P,L,P,H,P,M,K Ender for 11 hits before the Ender.

COMBO EXAMPLE: Wind Kick Opener Shadow Wind Kick Heavy Laser Sword Endokukan Ender

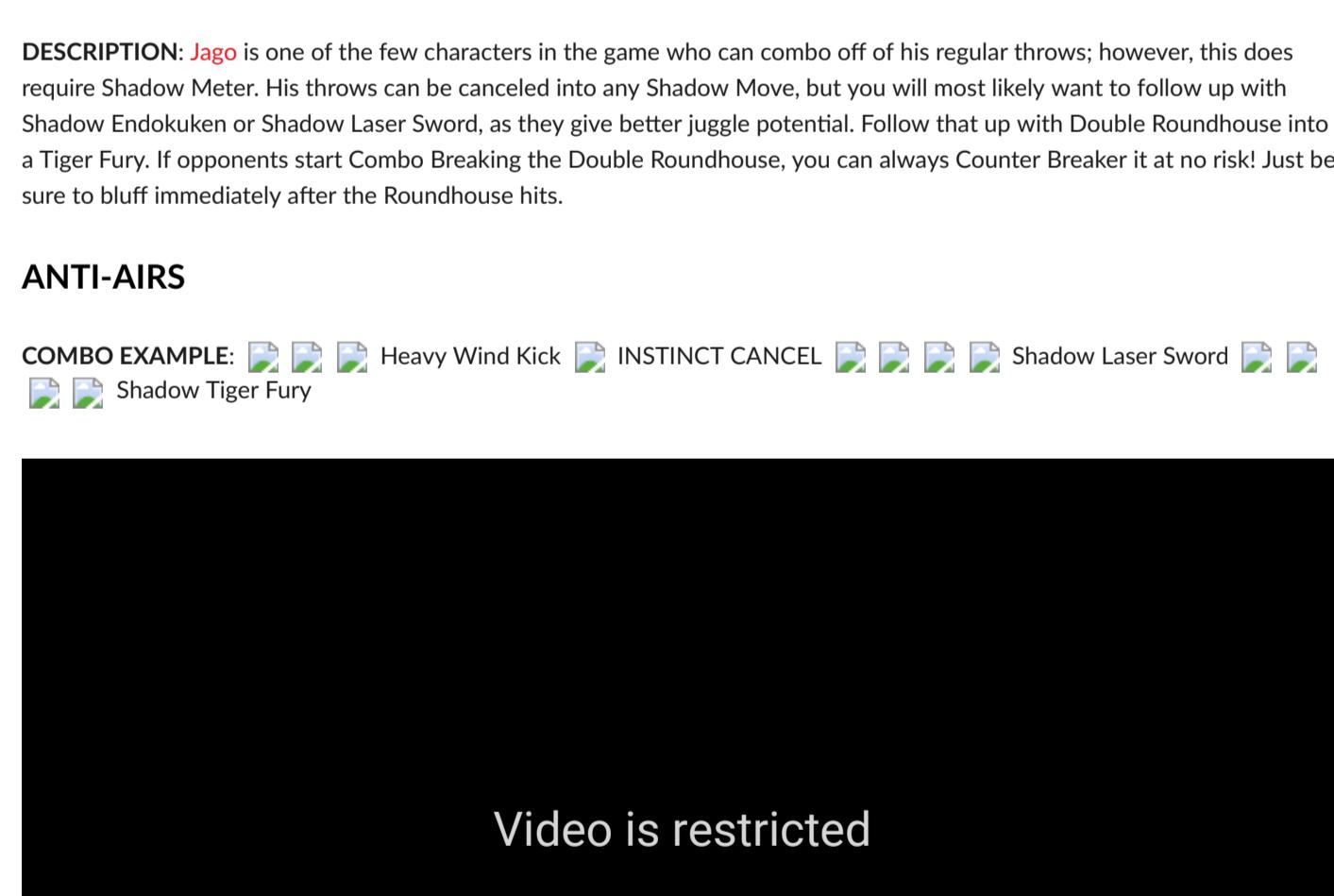


DESCRIPTION: **Jago** still needs an Opener to start the combo and an Ender to cash in the potential damage that the combo builds up, but he can swap around the filling. Anywhere he would normally be able to do an Auto-Double he could opt to go Around the World, as seen in this example.

While the Around the World combo mechanic can be seen as a beginner **strategy**, there are higher level uses for it as well. Since **Jago** has to go in order, players will quickly figure out where to break the combo. If your opponent sees that you have done heavy, then he or she will easily be able to confirm the Medium Auto-Double that follows. This is a perfect opportunity to set up a failed Combo Breaker attempt, or to just Counter Breaker. Alternatively, since Around the World looks like manual **combos**, you can drop an Around the World combo and try to sneak in a crouching kick for a reset opportunity.

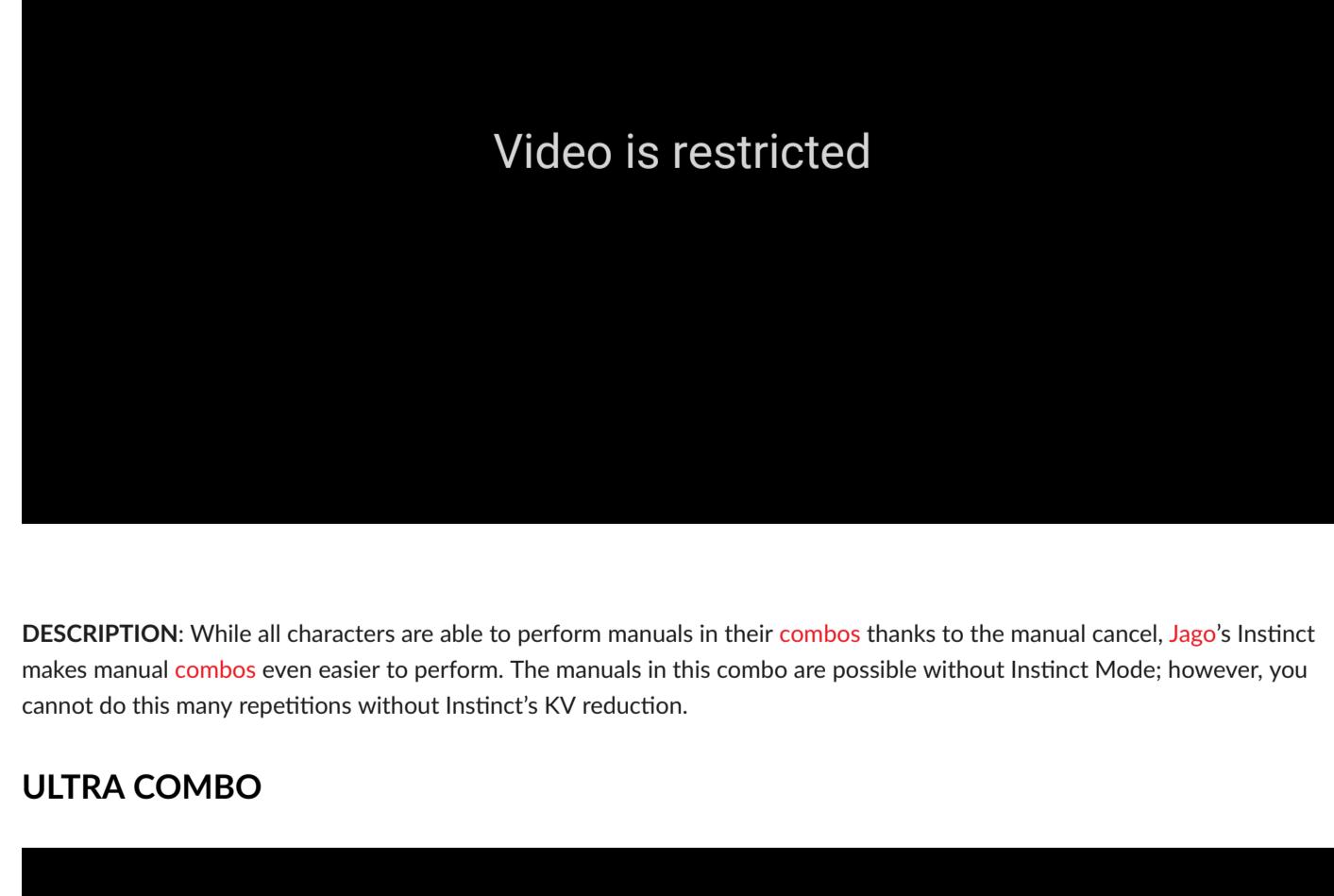
LOCK OUTS

COUNTER BREAKER COMBO (Without Meter): Jump in Heavy Kick Opener (COUNTER BREAKER) Tiger Fury Ender



DESCRIPTION: Here we have allowed the opponent to see we are using the Around the World mechanic with two Auto-Doubles back to back. Since Heavy and Medium Auto-Doubles are more telegraphed, it is likely your opponent will realize your next Around the World input has to be light. We give the opponent some credit and assume he or she will break, so we Counter Breaker. Without meter, using the Around the World mechanic after the Counter Breaker is the best way to maximize damage and end the combo without allowing your opponent a chance to break the combo before the Ender.

COUNTER BREAKER COMBO (With Meter): Jump in Heavy Kick Opener (COUNTER BREAKER) Shadow Laser Sword Tiger Fury Ender

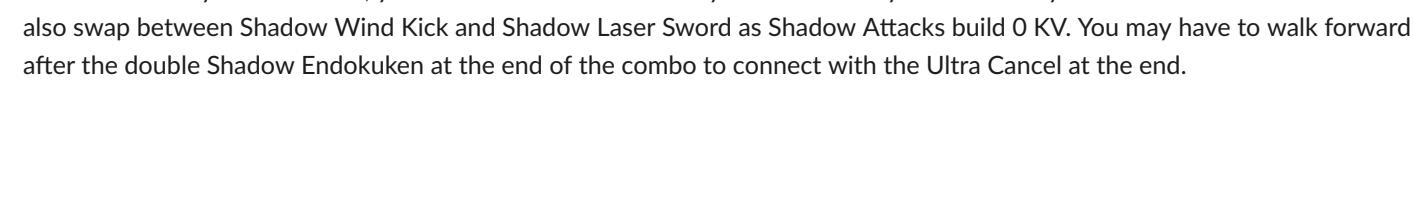


DESCRIPTION: In this example, we have noticed that the opponent has caught on to us starting our **combos** with HK, and so the opponent is breaking it on the first hit. Rather than risk a Counter Breaker, which may leave us open to a combo, we simply go with a Light Auto-Double instead, locking the opponent out for his or her guess at our heavy. Starting at light allows us to go straight into Around the World from heavy once the opponent is locked out to maximize damage. Since regular lockouts are shorter, we only get four attacks before ending our combo.

COMBO FROM THROWS

COMBO EXAMPLES: Back Throw Shadow Endokukan Double Roundhouse Heavy Tiger Fury

COMBO EXAMPLES: Back Throw Shadow Laser Sword Double Roundhouse Heavy Tiger Fury



DESCRIPTION: **Jago** is one of the few characters in the game who can combo off of his regular throws; however, this does require Shadow Meter. His throws can be canceled into any Shadow Move, but you will most likely want to follow up with Shadow Endokukan or Shadow Laser Sword, as they give better juggle potential. Follow that up with Double Roundhouse into a Tiger Fury. If opponents start Combo Breaking the Double Roundhouse, you can always Counter Breaker it at no risk! Just be sure to bluff immediately after the Roundhouse hits.

ANTI-AIRS

COMBO EXAMPLE: Heavy Wind Kick INSTINCT CANCEL Shadow Laser Sword Shadow Tiger Fury

DESCRIPTION: **Jago**'s main anti-airs are Tiger Fury and crouching HP. If you catch your opponent high in his or her jump with a Light Tiger Fury, you can follow up juggle with a Heavy Tiger Fury. Crouching HP is also an effective anti-air because of the air-to-ground priority system. If you Instinct cancel, you can turn one of these anti-airs into some nice damage as seen here.

MANUAL COMBOS

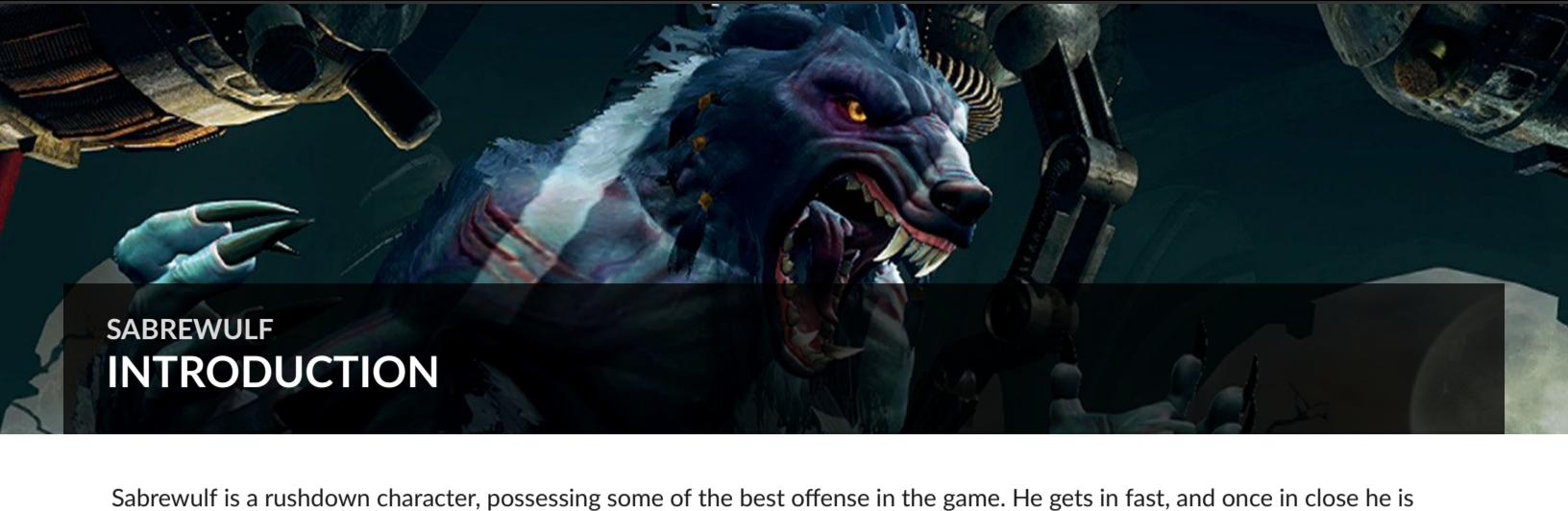
Combo Example: Heavy Laser Sword Heavy Wind Kick Linker Heavy Laser Sword Linker Heavy Laser Sword Linker Heavy Laser Sword Linker Tiger Fury

DESCRIPTION: While all characters are able to perform manuals in their **combos** thanks to the manual cancel, **Jago**'s Instinct makes manual **combos** even easier to perform. The manuals in this combo are possible without Instinct Mode; however, you cannot do this many repetitions without Instinct's KV reduction.

ULTRA COMBO

DESCRIPTION: In this example, we have noticed that the opponent has caught on to us starting our **combos** with HK, and so the opponent is breaking it on the first hit. Rather than risk a Counter Breaker, which may leave us open to a combo, we simply go with a Light Auto-Double instead, locking the opponent out for his or her guess at our heavy. Starting at light allows us to go straight into Around the World from heavy once the opponent is locked out to maximize damage. Since regular lockouts are shorter, we only get four attacks before ending our combo.

Description: 126 Hit Ultra Combo. To maximize the number of hits in your Ultra combo, you have to use **Jago**'s Wind Kick linker. For variety in the combo, you can switch between Heavy Kick and Heavy Punch as they both build the least KV. You can also swap between Shadow Wind Kick and Shadow Laser Sword as Shadow Attacks build 0 KV. You may have to walk forward after the double Shadow Endokukan at the end of the combo to connect with the Ultra Cancel at the end.



SABREWULF

INTRODUCTION

Sabrewulf is a rushdown character, possessing some of the best offense in the game. He gets in fast, and once in close he is very difficult to deal with. He has great speed, a very good 50/50 hit level mix-up, and he can even use his dash to pass through opponents and cross them up.



INSTINCT MODE



All attacks, including normals, get a chip damage bonus. All attacks also get a damage boost on hit.

QUICK REFERENCE

Name	Move
COMMAND NORMALS	
OVERPOWER	
SPECIALS	
RAGGED EDGE	
RUN	
HAMSTRING	WHILE IN RUN, or
JUMPING SLASH	WHILE IN RUN, or
RUNNING UPPERCUT	WHILE IN RUN, or
ECLIPSE	
OPENERS	
RAGGED EDGE	
HAMSTRING	WHILE IN RUN, or
JUMPING SLASH	WHILE IN RUN, or
SHADOW RAGGED EDGE	x2
SHADOW JUMPING SLASH	x2

Name	Move	Description
LINKERS		
RAGGED EDGE	/ or Hold	Carry Linker
HAMSTRING	or Hold	Exchange Linker
JUMPING SLASH	or Hold	No Special Characteristics
SHADOW RAGGED EDGE	x2	Shadow Carry Linker
SHADOW JUMPING SLASH	x2	No Special Characteristics
ENDERS		
RAGGED EDGE		Carry Ender
RUNNING UPPERCUT		Launcher Ender
ECLIPSE		Damage Ender
SHADOW ECLIPSE	x2	Shadow Damage Ender
SHADOW ATTACKS		
RAGGED EDGE	x2	
JUMPING SLASH	x2	
ECLIPSE	x2	
FINISHERS		
ULTRA:		



SABREWULF NORMAL ATTACKS

STANDING NORMALS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block
1	Standing	Mid	5	5	2	12	3	0
2	Standing	Mid	10	6	2	22	2	0
3	Standing	Mid	15	10	2	27	-3	-6
4	Standing	Mid	6	7	3	14	5	3
5	Standing	Mid	12	8	3	15	7	2
6	Standing	Mid	18	14	4	27	3	-2



CLOSE STANDING NORMALS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block
1	Close Standing	Mid	10	6	2	15	3	0
2	Close Standing	Mid	15	8	3	15	0	-2



CRUCHING NORMALS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Crouching	Low	5	5	2	13	3	0	
2	Crouching	Low	10	6	3	21	3	-3	
3	Crouching	Low	18	7	3	24	KD(42)	-6	
4	Crouching	Mid	6	5	2	13	5	4	
5	Crouching	Mid	12	6	4	20	4	2	
6	Crouching	Mid	18	8	6	24	-2	-4	SWEEP, HARD KNOCKDOWN





SABREWULF

COMMAND NORMAL ATTACKS

Overpower

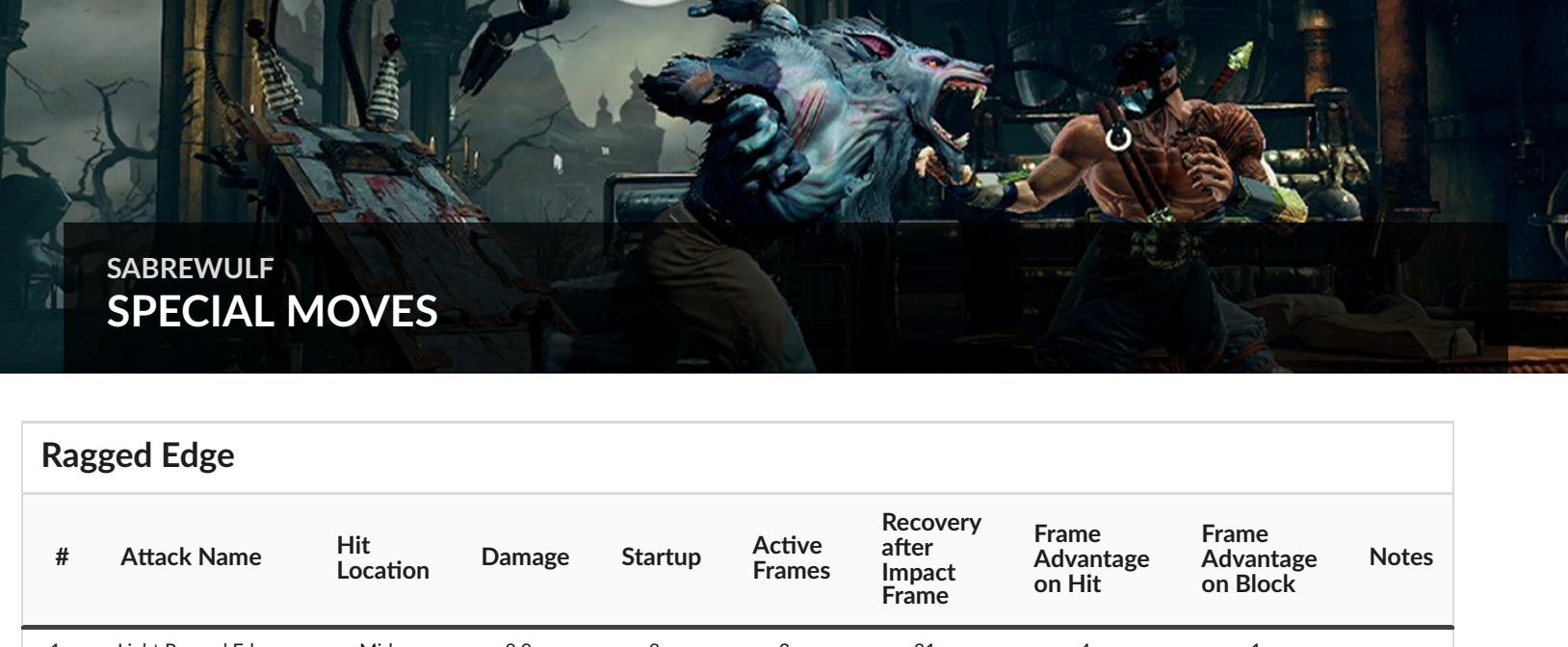
Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
Overpower  Lvl 1	Mid	18	8,16	2	30	2	2	
Overpower  Lvl 2 Hold	Mid	20	16,29	2	30	4	4	
Overpower  Lvl 3 Hold	Mid	22	31,45	2	30	5	5	
Overpower  Lvl 4 Hold	Mid	30	47,64	2	30	6	6	
Overpower  Lvl 5 Hold	Mid	35	66,95	2	30	7	NA	UNBLOCKABLE



Command: 

Hit Level: Mid

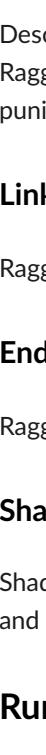
Description: **Sabrewulf** lunges forward with a Heavy claw attack that can be charged by holding the Heavy Punch button. This attack is advantage on block and hit, and the advantage is increased the longer the attack is charged. At maximum charge **Sabrewulf**'s paws begin to glow with a blue aura, indicating the attack is now unblockable.



SABREWULF SPECIAL MOVES

Ragged Edge

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Ragged Edge	Mid	8,9	8	2	31	4	-1	
2	Medium Ragged Edge	Mid	9,10	11	2	31	2	-3	
3	Heavy Ragged Edge	Mid	11,11	14	2	31	1	-5	
4	Shadow Ragged Edge	Mid	8,8,8,24	2,2	1	29	6	1	



Commands

Opener:

Linker: / or Hold /

Ender:

Shadow Attack: x2

Hit Level: Mid

Description: **Sabrewulf** charges forward with two consecutive claw swipes. Light Ragged Edge is safe on block, Medium Ragged Edge is -3, making it only punished by the fastest attacks in the game, and Heavy Ragged Edge is full combo punished.

Linker

Ragged Edge is **Sabrewulf**'s Carry Linker, allowing him to quickly carry his opponents into the corner.

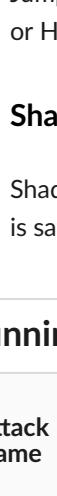
Ender

Ragged Edge is **Sabrewulf**'s Carry Ender, knocking the opponent away. This Ender will cause a wall splat when near a corner.

Shadow Attack

Shadow Ragged Edge is a multi-hitting attack that can be used as a Combo Opener or Linker. This attack is throw invulnerable and is +1 advantage when blocked.

Run



Command



Description: **Sabrewulf** runs on all fours toward his opponent. You can use this to close distance while setting up one of **Sabrewulf**'s three attack options out of Run.

Hamstring

Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
Hamstring	Mid	14	9	3	30	5	-7	UPPER INV, EXCHANGE



Commands

Opener: WHILE IN RUN, or

Linker: or Hold

Shadow Attack: x2

Hit Level: Low

Description: **Sabrewulf** slides forward on the ground, tripping the opponent and reversing positions. Hamstring can slide under a horizontal projectile attack, such as **Jago**'s Endokunen. This attack is combo punished when blocked.

Linker

Hamstring is **Sabrewulf**'s exchange Linker, meaning it allows you to change positions with your opponent. As a Linker, only two attack strengths of this attack can be used, Light or Heavy.

Jumping Slash

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Jumping Slash	Overhead	13	15	3	26	5	-7	THR INV, LOW INV
2	Shadow Jumping Slash	Overhead	9,9,9,27	1,9	1	25	6	0	PROJ INV, THR INV, LOW INV



Commands

Opener: WHILE IN RUN, or

Linker: or Hold

Shadow Attack: x2

Hit Level: Overhead

Description: **Sabrewulf** leaps toward his opponent, performing an overhead slash. Jumping Slash has invulnerability to throws and low attacks. Jumping Slash also has projectile invulnerability but only during its active frames. This attack is combo punished when blocked.

Linker

Jumping Slash has no special Linker characteristics. As a Linker, only two attack strengths of this attack can be used, Medium or Heavy.

Shadow Attack

Shadow Jumping Slash is a multi-hitting attack with complete invulnerability to throws, low attacks, and projectiles. This attack is safe when blocked.

Running Uppercut

Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
Running Uppercut	Mid	16	5	4	20	NA	-2	LAUNCH

Commands

Opener: WHILE IN RUN, or

Ender:

Hit Level: Mid

Description: **Sabrewulf** performs a Running Uppercut slash, launching his opponent into the air. This attack is safe when blocked.

Ender

Running Uppercut is **Sabrewulf**'s launcher Ender, allowing him a juggle follow up.

Shadow Attack

Shadow Uppercut is a wide, upward-arching slash with invincibility on startup. This attack is combo punished when blocked.

Commands

Ender:

Shadow Attack: x2

Hit Level: Mid

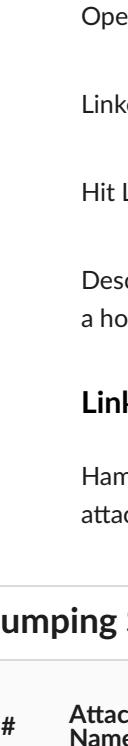
Description: Eclipse is a wide, upward-arching slash. This attack is full combo punished when blocked.

Linker

Eclipse is **Sabrewulf**'s Damage Ender, focusing on flat damage but not allowing for a follow up.

Shadow Attack

Shadow Eclipse is multi-hitting wide, upward-arching slash with invincibility on startup. This attack is combo punished when blocked.



Commands

Ender:

Shadow Attack: x2

Hit Level: Mid

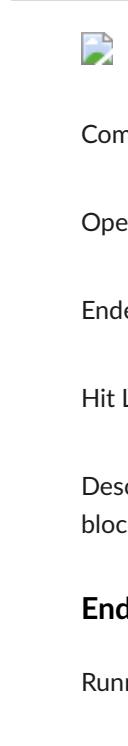
Description: Eclipse is a wide, upward-arching slash. This attack is full combo punished when blocked.

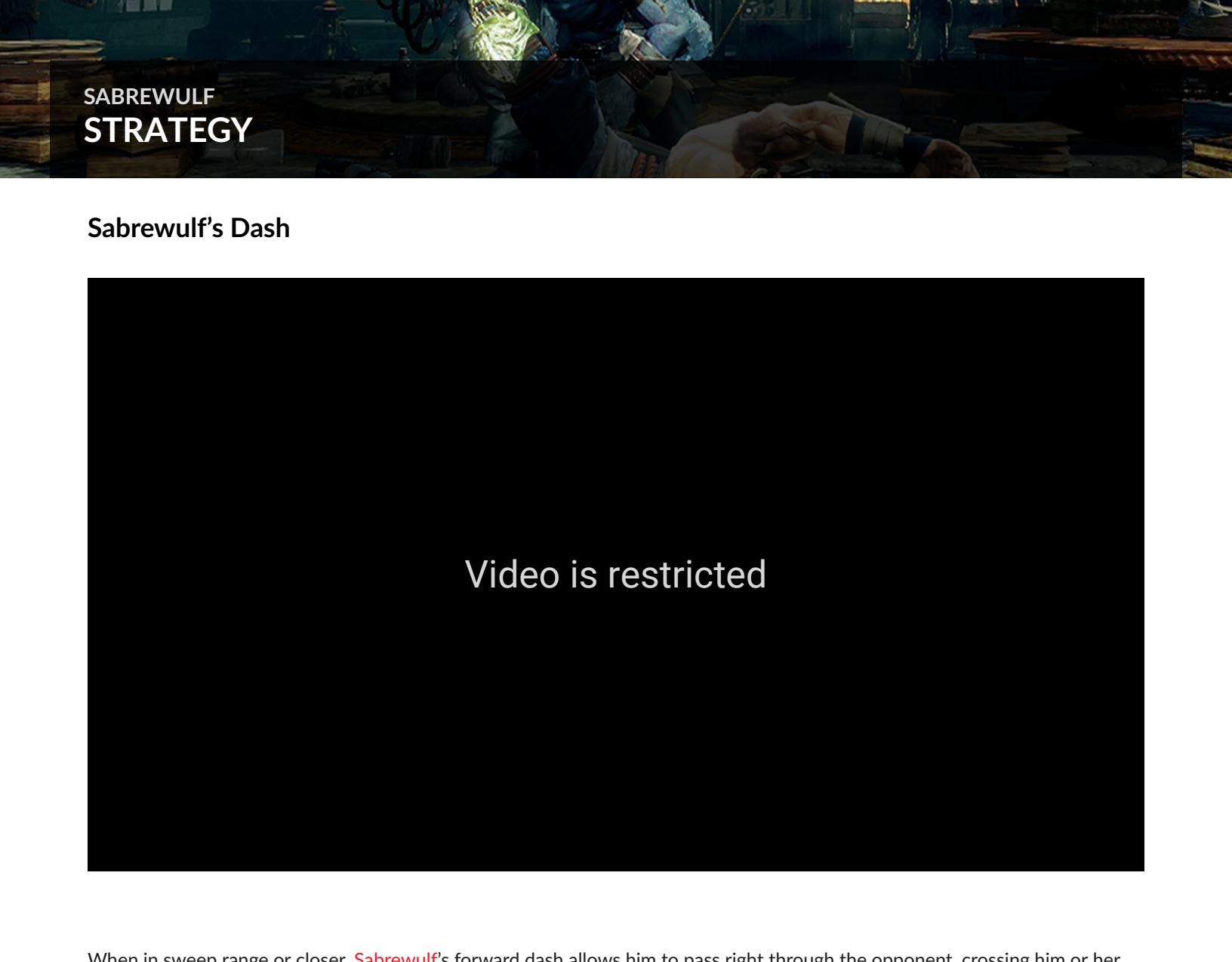
Linker

Eclipse is **Sabrewulf**'s Damage Ender, focusing on flat damage but not allowing for a follow up.

Shadow Attack

Shadow Eclipse is multi-hitting wide, upward-arching slash with invincibility on startup. This attack is combo punished when blocked.





SABREWULF STRATEGY

Sabrewulf's Dash

Video is restricted

When in sweep range or closer, **Sabrewulf**'s forward dash allows him to pass right through the opponent, crossing him or her up. This allows **Sabrewulf** to force his opponents to guess just which direction he will attack from when he is in close. If your opponent tries to attack at the wrong time as you are forward dashing, his or her attack will not auto face as you pass through your opponent, giving you a combo opportunity as your opponent's attack misses.

Manual Chain Openers



Light Punch Chains

1: ,

2: , ,

3: , ,

Medium Punch Chains

1: ,

2: ,

Sabrewulf has several normal attack Punch chains that are Manual Openers. He cannot Auto-Double after these Manual Opener attack chains hit, however; instead, **Sabrewulf** must follow up with Ragged Edge, Shadow Ragged Edge, Hamstring, Jumping Slash, or Shadow Jumping Slash to be able to go into an Auto-Double/Manual cancel.

Using Normals

Sabrewulf's crouching Light Kick leaves him at +4 advantage on block, making any follow up completely interruptible unless the opponent Shadow Counters, back dashes, or has an attack with strike invulnerability on startup. Crouching Light/standing Light and crouching Medium/standing Medium are the best normals for poking for an Opener and for punishing unsafe attacks. Your crouching Heavy Punch is one of the best sweeps in the game; however, it's unsafe up close, so make sure you take advantage of the long range of the attack, as it cannot be punished near its maximum range. When crouching Heavy Punch hits, it grants you a hard knockdown, allowing you to go into a Run mix-up or dash through the opponent for a crossup.

Using Overpower



This attack is one of **Sabrewulf**'s best moves and his best pressure tool after knocking his opponent down. It has great range with no charge, and with any sort of charge the attack's range greatly increases. Level 1 charge starts at +2 advantage on block and hit, and the advantage is increased with each level until you reach level 5, where the attack becomes unblockable. After blocking this attack, **normal attacks**/attack chains cannot be interrupted unless the opponent Shadow Counters, back dashes, or uses an attack with strike invulnerability on startup. If the opponent back dashes, you can bait it, then hit your opponent in his or her recovery frames with a level 2 charge or dash in and punish. If the opponent respects your options and remains blocking, you can use a strike/throw mix-up, charge Overpower to a level 2 or 3 for added advantage, or attempt to charge the attack to a level 7 unblockable.

- Level 1 Charge: Light and Medium **normal attacks**/attack chains cannot be interrupted unless the opponent back dashes or uses an attack with strike invulnerability on startup. If the opponent back dashes, you can bait it, then hit your opponent in his or her recovery frames with a level 2 charge or dash in and punish. If the opponent respects your options and remains blocking, you can use a strike/throw mix-up, charge Overpower to a level 2 or 3 for added advantage, or attempt to charge the attack to a level 7 unblockable.
- Level 2 Charge: Your advantage increases to +4, where all of your **normal attacks** are now uninterruptable. On hit, your advantage also increases to +4, granting a guaranteed crouching or standing Light Punch attack chain as a Manual Opener.
- Level 3 and 4 Charge: Your advantage increases to +5/+6, where all of your **normal attacks** are again uninterruptable. On hit, your advantage also increases to +5/+6, granting a guaranteed crouching or standing Light/Medium Punch attack chain as a Manual Opener.
- Level 5 Charge: The attack is now unblockable. One of the best setups is to fake a level 5 charge, and then release the attack early when you believe the opponent will attempt to knock you out of the charge.

OVERPOWER EXAMPLE #1:

Video is restricted

Description:

In this video the opponent blocks Overpower and tries to respond. No matter what attack they use, your Light Punch will beat them out unless they use an attack with strike invulnerability.

OVERPOWER EXAMPLE #2:

Video is restricted

Description:

In this video the opponent tries to back dash out of your follow up, however, instead of following with an attack you decide to use your dash to cause a cross up situation. By back dashing, your opponent actually made the situation worse because they cannot recover in time from their back dash to block your attacks. Even if they stood there and blocked, they still would have to react to the cross up, so this situation turned into a win/win scenario.

OVERPOWER EXAMPLE #3:

Video is restricted

Description:

In this video the opponent decided to remain blocking after blocking the first Overpower. You follow up by slightly charging another Overpower which leaves you at even bigger advantage, allowing you to follow up with another Overpower. After blocking the third Overpower, your opponent decides to attempt to respond, causing them to be hit by your Light Punch attack.

OVERPOWER EXAMPLE #4:

Video is restricted

Description:

This video shows the final progression in the mind game. Your opponent has tried to poke out of the trap, back dash, react to you charging the attack, etc.. Finally they decide that they are just going to block no matter what. This time you charge the attack to the full unblockable state. Your opponent believes that you will again release it early when they attempt to counter attack, so they remain blocking and get hit at advantage.

OVERPOWER EXAMPLE #5:

Video is restricted

Description:

In this video the opponent decided to remain blocking after blocking the first Overpower. You follow up by slightly charging another Overpower which leaves you at even bigger advantage, allowing you to follow up with another Overpower. After blocking the third Overpower, your opponent decides to attempt to respond, causing them to be hit by your Light Punch attack.

OVERPOWER EXAMPLE #6:

Video is restricted

Description:

This video shows the final progression in the mind game. Your opponent has tried to poke out of the trap, back dash, react to you charging the attack, etc.. Finally they decide that they are just going to block no matter what. This time you charge the attack to the full unblockable state. Your opponent believes that you will again release it early when they attempt to counter attack, so they remain blocking and get hit at advantage.

Rabid Doubles

Inside of **combos**, **Sabrewulf** has a special feature known as Rabid Doubles. **Sabrewulf** can continue doing the exact same Auto Double over and over, with each round getting faster and faster. This means he can go away from the standard combo flow chart, where most other characters must follow up an Auto Double with a Linker in order to continue the combo. For example, after a successful Opener, you can rapidly tap Heavy Punch and Loop this Auto Double over and over until you decide to end the combo or the KV Meter maxes out. Once you use an Auto Double, you must use that same Auto Double to go into your Rabid Double. For example, if you use a Heavy Punch Auto Double, you must continue using Heavy Punch to go into Rabid Doubles and then continue to use Heavy Punch to continue the Rabid Doubles.

Using Run



Sabrewulf has a command Run in which he gets down on all fours and runs toward his opponent. From Run, you have three attack options: you can cancel out of Run at any point with Light Punch/Light Kick for Hamstring (low option), Medium Punch/Medium Kick for Jumping Slash (overhead option), or Heavy Punch/Heavy Kick for Running Uppercut (launcher option).

- It is possible to instant Run cancel into any Run attack, allowing you to go directly into the attack without the opponent seeing you go into Run. You can cancel into Run from any normal attack and attempt a 50/50 with Hamstring or Jumping Slash. One of the best ways to use **Sabrewulf**'s Run mix-ups is as a reset by stopping a combo at a point where you are at advantage, and then going into a Run mix-up. This gives you the ability to start a new combo and cash in the potential damage from both the current and previous combo. You can also use your Ragged Edge Ender near a corner to cause a wall splat, and use the advantage from the wall splat to go into a Run 50/50, dash past the opponent for a crossup, charge Overpower to a level 2 or higher for added advantage, or attempt to charge the attack to a level 5 unblockable.
- Shadow Jumping Slash is most useful as a naked combo Opener to go through projectiles or as a slightly more damaging Linker than Shadow Ragged Edge.
- Shadow Eclipse is most useful as an Ender to inflict a good amount of damage quickly in short **combos**. Also, Shadow Eclipse is invulnerable on its startup frames. This gives you an added option out of pressure and frame traps beyond only choosing to block, back dash, or Shadow Counter.

Using Instinct



Sabrewulf's Instinct grants him a damage boost on all his attacks. This gives him higher-damaging **combos** and allows him to inflict more chip damage as well. The best way to use this is to Instinct cancel out of **combos**, then continue the combo, maximizing the damage boost. This is especially useful after getting a lockout or Counter Breaker because you can immediately Instinct cancel for the damage boost, then go into Heavy Rabid Doubles during the lockout period.



SABREWULF

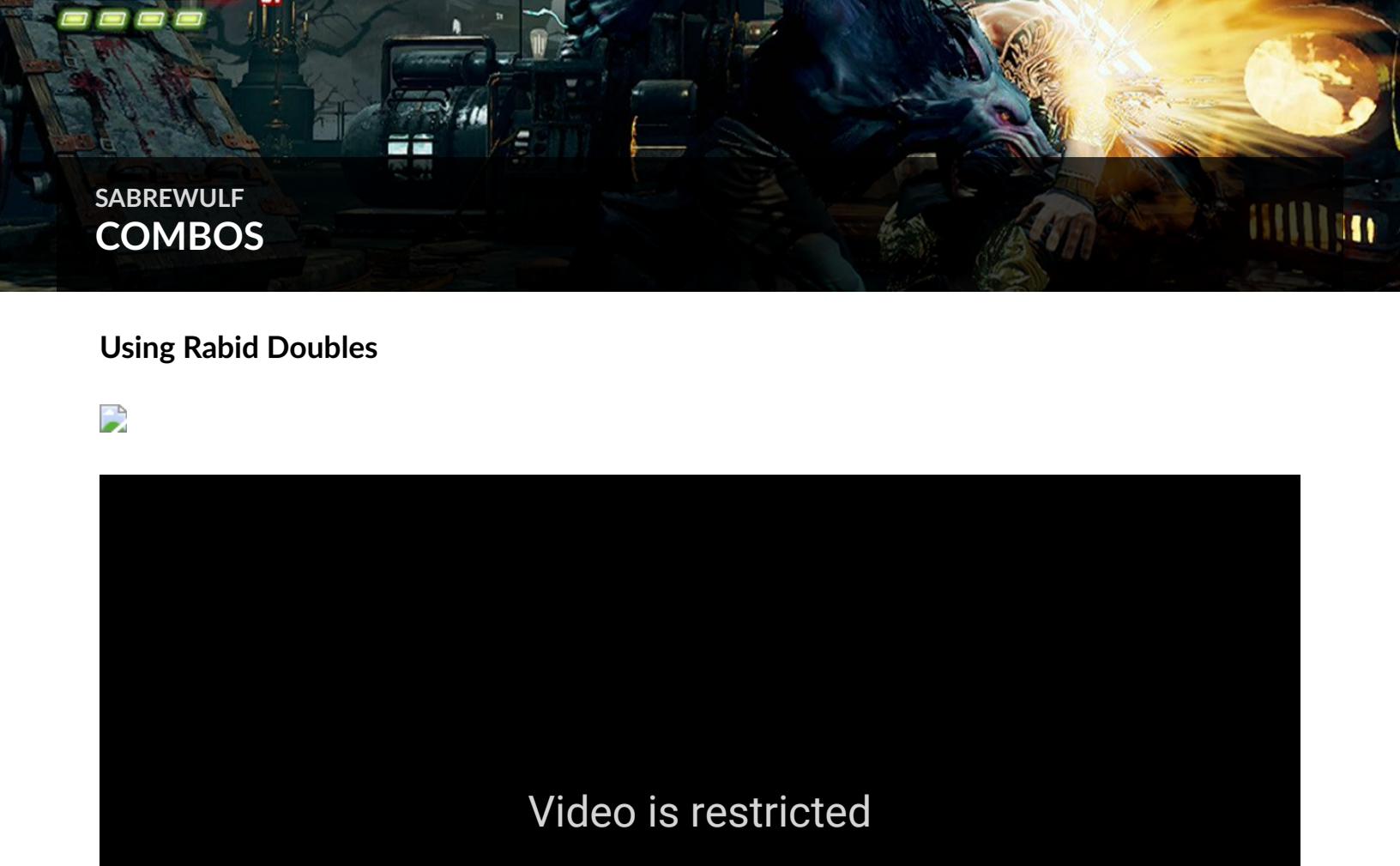
C-C-C-COMBO BREAKERS!

Combo Breaker Inputs			
Auto-Doubles	Light	Medium	Heavy
Punches			
Kicks			



SABREWULF
COMBO FLOWCHART





Using Rabid Doubles



Video is restricted

Combo Example: Light Ragged Edge Eclipse Ender

Description: This combo makes use of **Sabrewulf's** Rabid Doubles, a unique feature that allows him to go through the combo flow chart without needing to use a Linker to extend the combo. The purpose of using Heavy attacks as a Rabid Double is to keep your KV low while using your strongest attacks to ensure maximum amount of hits and damage, all while making the attack you are using as obvious to your opponent as possible. The reason for this is because it now becomes easier to bait out a Combo Breaker, allowing you to Counter Break your opponent. After taking the bait, your opponent will realize that the obvious Heavy Rabid Doubles are Counter Breaker bait and will decide to not attempt to break the combo. This allows you to just flow through multiple Heavy Rabid Doubles and end the combo.

Using Rabid Doubles to Bait a Counter Breaker

Video is restricted

Combo Example: Hamstring (COUNTER BREAKER) Eclipse Ender

Description: After Hamstring, your opponent sees your first Heavy Auto Double and decides to attempt to break your predictable Heavy Rabid Doubles but gets baited with a Counter Breaker instead. After a successful Counter Breaker the opponent will be locked out for 4 seconds. During this lockout period **Sabrewulf** gets 5 guaranteed Heavy Rabid Double repetitions before the lockout ends. After Rabid Doubles, you go into your unbreakable Ender just as your opponent comes out of the lockout state, allowing you to cash in on all your potential damage.

Hunting a Lockout

Video is restricted

Combo Example: (YOUR BACK TO THE CORNER) Light Ragged Edge Light Hamstring Linker Heavy Jumping Slash Linker Heavy Ragged Edge Shadow Jumping Slash Eclipse Ender

Description: The object here is to get the opponent to attempt to break the Heavy Rabid Doubles you have been using most of the time. In this combo you switch up from the Heavy Rabid Doubles and go with a Medium Auto Double. Your opponent attempts to Combo Break the Heavy Auto Double but is locked out when you go with the Medium Auto Double instead. By breaking the wrong strength of attack, your opponent will be locked out for 3 seconds, allowing you to extend the combo without the risk of a Combo Breaker. With the opponent locked out you can now take full advantage and then cash in on the potential damage as the lockout ends.

Using Hamstring as an Exchange Linker

Video is restricted

Combo Example: (YOUR BACK TO THE CORNER) Light Ragged Edge Light Hamstring Linker Heavy Jumping Slash Linker Heavy Ragged Edge Shadow Jumping Slash Eclipse Ender

Description: In this combo you find yourself with your back close to or in a corner. After a successful Opener, you go directly into your Light Hamstring Linker, which reverses positions and puts your opponent in the corner. After Ragged Edge, you go straight into the Light Linker because you have already conditioned your opponent to always look for a Heavy Auto Double after your Opener. In this case you go right into a Light Linker to reverse positions, followed by your Heavy Rabid Doubles, then finally cashing in with an Ender.

Using Dash for a Reset

Video is restricted

Combo Example: Hamstring Shadow Eclipse Ender Heavy Eclipse

Description: This combo starts off with you using **Sabrewulf's** ability to slide under **Jago**'s fireball with his Hamstring attack. You then use Heavy Kick for an Auto-Double, quickly end the combo with your Shadow Eclipse Ender and a short juggle follow up. This was a very short combo, but because of just how much damage Shadow Eclipse inflicts when used early in **combos** this short combo does nearly 40%.

Instinct Cancel Combo

Video is restricted

Combo Example: Instinct Cancel Heavy Ragged Edge Heavy Jumping Slash Linker Heavy Hamstring Linker Shadow Ragged Edge Linker Eclipse Ender

Description: By using your Instinct Cancel, you are able to hit confirm your and land another one after the Instinct Cancel. This is possible because Instinct Canceling adds to the advantage of the attack when it hits, allowing you to follow up with another attack that wouldn't normally be possible. While in Instinct Mode you continue the combo, inflicting a very damaging combo to your opponent.

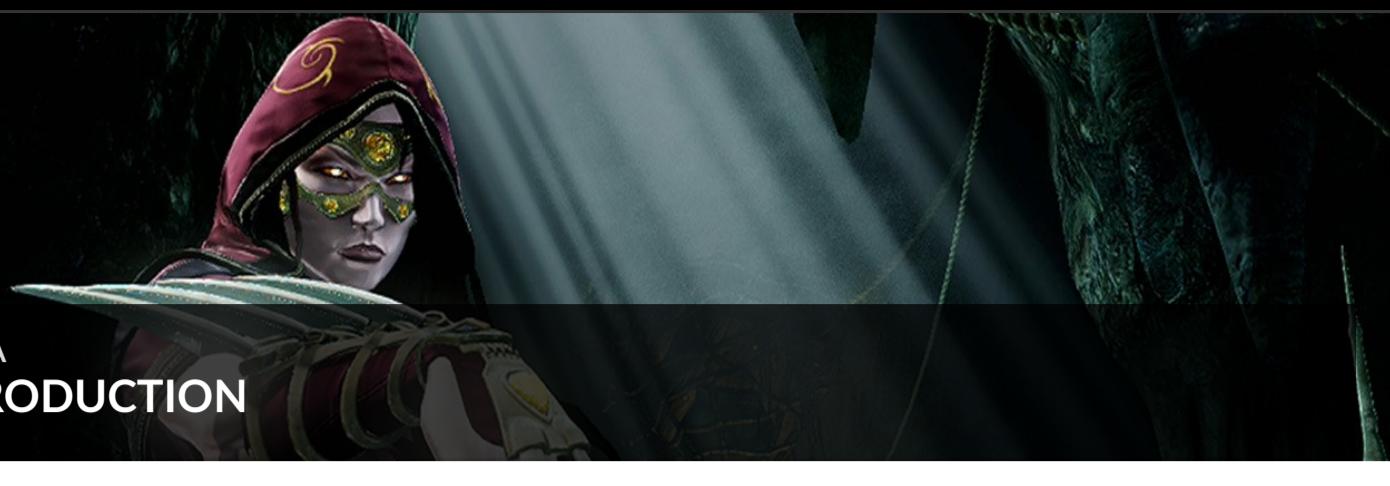
ULTRA: 123 Hits

Video is restricted

Combo Example: Shadow Ragged Edge/Shadow Jumping Slash Heavy Ragged Edge Linker Heavy Ragged Edge Linker Shadow Ragged Edge/Shadow Jumping Slash Ultra Shadow Eclipse Eclipse

Instinct Cancel at 53 hits

Shadow Jumping Slash/Shadow Ragged Edge Heavy Ragged Edge Linker Heavy Ragged Edge Linker Shadow Ragged Edge/Shadow Jumping Slash Ultra Shadow Eclipse Eclipse



SADIRA INTRODUCTION

Sadira is the newest character addition to the Killer Instinct franchise, and she differentiates herself with great air mobility and air juggle potential. Her Widow's Bite, combined with her double jump and Web Cling, makes her very unpredictable once she gets off the ground. On the ground her options are much more limited, but she has just enough tools to stay viable there as well. Sadira's Blade Demon and her ability to jump-cancel her throw attacks further assist her in utilizing her air juggle potential.



INSTINCT MODE



Sadira can create Web Traps by pressing when Instinct is active (11 frame startup). If the opponent is hit by a Web Trap or walks or jumps into one, the opponent will be left open for a combo. Only one Web Trap may be out at a time, and a Web Trap lasts for 4 seconds if it is not touched. The opponent can attack the Web Traps to clear them. Additionally, Sadira can jump cancel all **normal attacks** including Auto Doubles when her Instinct is active.

QUICK REFERENCE

Name	Move
COMMAND NORMALS	
DOUBLE JUMP	Any jump during a normal jump
WIDOW'S DROP	(While in air)
FANG	
SPECIALS	
BLADE DEMON	
RECLUSE	
WIDOW'S BITE	WHILE IN AIR,
WEB CLING	WHILE IN AIR,
OPENERS	
WIDOW'S DROP	WHILE IN AIR,
BLADE DEMON	
RECLUSE	or
WIDOW'S BITE	WHILE IN AIR,
SHADOW BLADE DEMON	x2
SHADOW WIDOW'S BITE	WHILE IN AIR, x2

Name	Move	Description
LINKERS		
BLADE DEMON	/ or HOLD /	Carry Linker
RECLUSE	/ or HOLD /	Damage Linker
SHADOW BLADE DEMON	x2	Carry Linker
ENDERS		
BLADE DEMON		Launcher Ender
RECLUSE		Exchange Launcher
SHADOW RECLUSE	x2	Exchange Launcher
ULTRA COMBO:		



SADIRA NORMAL ATTACKS

Standing Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Standing	Mid	4	5	2	8	5	2	
2	Standing	Mid	10	7	3	13	4	1	
3	Standing	Mid	15	9	3	20	1	-2	
4	Standing	Mid	4	6	2	13	4	1	
5	Standing	Mid	10	8	2	15	1	-2	
6	Standing	Mid	15	10	4	21	-1	-6	



Close Standing Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Close Standing	Mid	10	6	2	11	4	1	
2	Close Standing	Mid	15	8	3	15	3	0	
3	Close Standing	Mid	10	7	3	14	3	1	
4	Close Standing	Mid	15	9	3	17	0	-4	



Crouching Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Crouching	Mid	4	5	2	10	5	2	
2	Crouching	Mid	10	6	3	13	3	-1	
3	Crouching	Mid	15	8	4	20	-1	-7	
4	Crouching	Low	4	5	2	12	4	1	
5	Crouching	Low	10	8	2	15	2	-2	
6	Crouching	Low	18	10	2	22	KD(44)	-10	Sweep, hard knock down




SADIRA

COMMAND NORMAL ATTACKS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Fang 	Mid	18	9	6	21	NA	-2	Not special cancellable, on hit can jump cancel
2	Widow's Drop  (In Air)	Overhead	15	11	NA	26	13	-5	Must be done in air



Widow's Drop

Command:  (while in the air)

Hit Level: Overhead

Range: Vertical

Description: This attack drops directly downward from the air. **Sadira** must be a certain height off the ground to perform Widow's Drop—generally the height of most character's heads. The attack is active until she lands or makes contact, but it is punishable on block. If the attack hits a grounded opponent, it is an Opener, so you can go straight into a combo. If it hits an airborne opponent, you can get a small combo by canceling into Shadow Blade Demon or Shadow Recluse; use this after Widow's Bite if you feel your opponent is beginning to read your attack patterns. From a double jump, you can also use this in combination with **Sadira**'s Web Cling to bait your opponent into whiffing an anti-air attack, then punish with Blade Demon on the ground. A great use for this move is when jumping in for a crossup attempt. As your opponent prepares to block a crossup, drop straight down on the original side and begin a full combo.

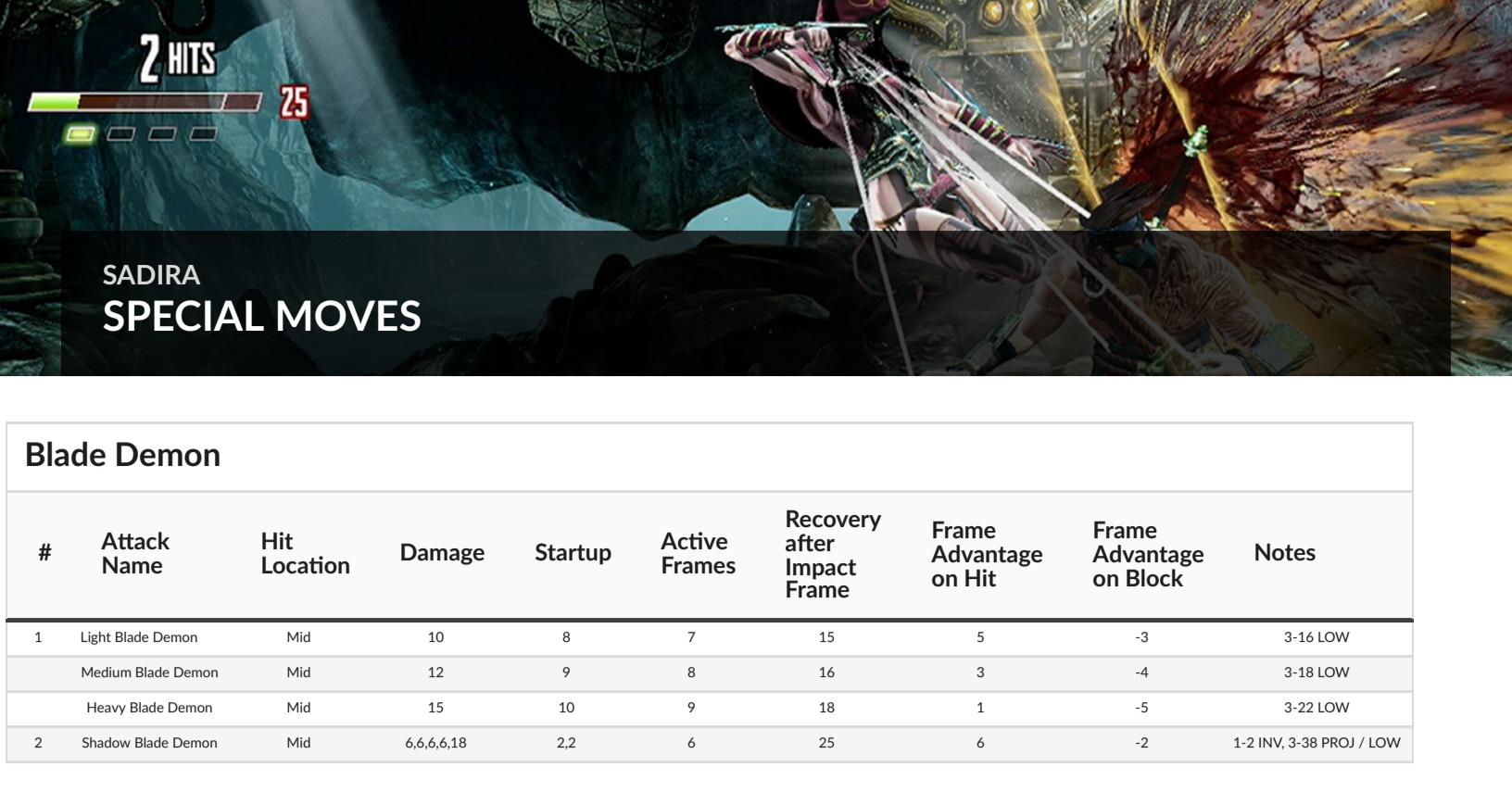
Fang

Command: 

Hit Level: Mid

Range: Close

Description: **Sadira**'s Fang attack is a cancelable jump normal that functions as a Special Move. As such you cannot cancel it into a Special attack, but you can cancel it into a Shadow attack. Its range is deceptively small, so be sure your opponent is extra close before you use it. After a Shadow Widow's Bite in a combo, if you have enough KV available, you can follow up with Fang; it is also possible to follow up with Fang after a forward throw. This move can also function as an anti-air; however, if your opponent is too far away, it is very difficult to combo from this move with a jump cancel. In that situation, try going for a ground combo by canceling into Shadow Recluse.



SADIRA SPECIAL MOVES

Blade Demon

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Blade Demon	Mid	10	8	7	15	5	-3	3-16 LOW
	Medium Blade Demon	Mid	12	9	8	16	3	-4	3-18 LOW
	Heavy Blade Demon	Mid	15	10	9	18	1	-5	3-22 LOW
2	Shadow Blade Demon	Mid	6,6,6,18	2,2	6	25	6	-2	1-2 INV, 3-38 PROJ / LOW



Commands

Opener:

Linker: / or HOLD /

Ender:

Shadow Blade Demon: x2

Hit Level: Mid

Range: Depends on Punch Strength

Description: This attack sends **Sadira** spinning toward her opponent with her bladed arms outstretched. This move has lower-body invulnerability, so it is useful against opponents who favor low pokes. The Heavy version is unsafe, though, so you have to be careful in using it; however, it does cover a lot of range, making it useful for long-range whiff punishing. The Light and Medium versions are generally safe and should be canceled into from crouching Medium Kick or standing Medium Punch.

Shadow Version

In addition to being low invulnerable, Shadow Blade Demon is also projectile invulnerable during its active frames. You may find this particularly useful as an Opener against **Jago** and **Glacius**.

Linker

As a Linker, Blade Demon is best used to carry your opponent toward a corner. **Sadira** does not have a wall splat Ender, but corner pressure with her air mobility can be very frustrating for opponents to deal with, especially with her Instinct activated. For increasing strength Linkers, there are additional spins of the Blade Demon, making it fairly easy to react to and Combo Break.

Ender

When used as an Ender, Blade Demon is a launcher that can be jump canceled by hitting any upward direction. The higher level the Ender, the higher the opponent will be launched.

Recluse

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Recluse	Low	16	7	4	24	2	-5	1-4 PROJ
	Medium Recluse	Low	19	8	5	38	1	-7	1-5 PROJ
	Heavy Recluse	Low	26	9	5	44	NA	-20	1-8 THROW, 1-10 UPP
2	Shadow Recluse	Mid	8,8,8,24	4,0	1	37	NA	-17	1-2 INV, 3 STRK, 4-9 PROJ



Commands

General:

Opener: or

Linker: / or HOLD /

Ender:

Shadow Recluse: x2

Hit Level: Mid

Range: Close

Description: Recluse is a flip kick, generally used for anti-air purposes and to exchange positions with the opponent during juggles. The Light and Medium versions can be used as an Opener, while the Heavy version always causes a knockdown and position exchange by kicking the opponent over **Sadira**'s head. The Light and Medium versions have some projectile invulnerability on startup, while the Heavy version is throw and upper-body invulnerable on startup.

Shadow Version

Shadow Recluse has a little bit of invincibility on startup, followed by projectile invulnerability. It is **Sadira**'s most damaging Shadow attack and primarily functions to add damage in situations where you would use it as an Ender or anti-air.

Linker

As a Linker, Recluse has no special characteristics. Because the extra hits are during one rotation of the backflip, this Linker is a little more difficult to Combo Break on reaction than Blade Demon.

Ender

The primary use of Recluse as an Ender is to exchange positions with the opponent. So, if your back is to the corner and you end a combo with Recluse, your opponent will land in the corner. You can also get additional juggle hits in after ending with Recluse. From higher Ender levels you will get a higher launch, so you can follow up with HK into Blade Demon or another Recluse to control your opponent's position. Both HK Recluse and Shadow Recluse can be used as an Ender and both are jump cancelable.

Widow's Bite

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Widow's Bite	Mid	12	6	NA	9			Sends Sadira Downward
2	Medium Widow's Bite	Mid	12	6	NA	Normal Jump Land rules			Sends Sadira up and forward
3	Heavy Widow's Bite	Mid	12	6	NA	Normal Jump Land rules			Sends Sadira up and backward
4	Heavy Widow's Bite Dive	Mid	14	11	NA	25			
5	Shadow Widow's Bite	Mid	9,9,9	1,2	NA				Sends Sadira up and backward
6	Shadow Widow's Bite Dive	Mid	27	11	NA	25			

Command

General: (while in air)

Opener: (while in air)

Shadow Widow's Bite: x2 (while in air)

Hit Level: Mid

Range: Depends on Punch Strength

Description: Widow's Bite is an air projectile that is one of the cornerstones of **Sadira**'s air game. The Light version drops at a sharp angle and quickly drops **Sadira** directly toward the ground. The Medium version is closer to a 45-degree angle and automatically sends **Sadira** up and forward with an extra jump. The Heavy version automatically sends **Sadira** up and backward from the projectile unless it is blocked, in which case **Sadira** reels herself in toward the opponent before bouncing up and back. Additionally, the Heavy Widow's Bite is the only variation that can be used as an Opener when it connects on a grounded opponent. If Heavy Widow's Bite connects with an airborne opponent, it will reel **Sadira** in for an attack before grounding the opponent.

Shadow Version

Shadow Widow's Bite has a little bit of invincibility on startup, followed by projectile invulnerability. It is **Sadira**'s most damaging Shadow attack and primarily functions to add damage in situations where you would use it as an Ender or anti-air.

Linker

As a Linker, Recluse has no special characteristics. Because the extra hits are during one rotation of the backflip, this Linker is a little more difficult to Combo Break on reaction than Blade Demon.

Ender

The primary use of Recluse as an Ender is to exchange positions with the opponent. So, if your back is to the corner and you end a combo with Recluse, your opponent will land in the corner. You can also get additional juggle hits in after ending with Recluse. From higher Ender levels you will get a higher launch, so you can follow up with HK into Blade Demon or another Recluse to control your opponent's position. Both HK Recluse and Shadow Recluse can be used as an Ender and both are jump cancelable.



Range

Depends on Punch Strength

Description: Widow's Bite is an air projectile that is one of the cornerstones of **Sadira**'s air game. The Light version drops at a sharp angle and quickly drops **Sadira** directly toward the ground. The Medium version is closer to a 45-degree angle and automatically sends **Sadira** up and forward with an extra jump. The Heavy version automatically sends **Sadira** up and backward from the projectile unless it is blocked, in which case **Sadira** reels herself in toward the opponent before bouncing up and back. Additionally, the Heavy Widow's Bite is the only variation that can be used as an Opener when it connects on a grounded opponent. If Heavy Widow's Bite connects with an airborne opponent, it will reel **Sadira** in for an attack before grounding the opponent.

Shadow Version

Shadow Widow's Bite has a little bit of invincibility on startup, followed by projectile invulnerability. It is **Sadira**'s most damaging Shadow attack and primarily functions to add damage in situations where you would use it as an Ender or anti-air.

Linker

As a Linker, Recluse has no special characteristics. Because the extra hits are during one rotation of the backflip, this Linker is a little more difficult to Combo Break on reaction than Blade Demon.

Ender

The primary use of Recluse as an Ender is to exchange positions with the opponent. So, if your back is to the corner and you end a combo with Recluse, your opponent will land in the corner. You can also get additional juggle hits in after ending with Recluse. From higher Ender levels you will get a higher launch, so you can follow up with HK into Blade Demon or another Recluse to control your opponent's position. Both HK Recluse and Shadow Recluse can be used as an Ender and both are jump cancelable.



Command

General: (while in air)

Opener: (while in air)

Shadow Widow's Dive: x2 (while in air)

Hit Level: Mid

Range: Depends on Punch Strength

Description: Widow's Dive is an air projectile that is one of the cornerstones of **Sadira**'s air game. The Light version drops at a sharp angle and quickly drops **Sadira** directly toward the ground. The Medium version is closer to a 45-degree angle and automatically sends **Sadira** up and forward with an extra jump. The Heavy version automatically sends **Sadira** up and backward from the projectile unless it is blocked, in which case **Sadira** reels herself in toward the opponent before bouncing up and back. Additionally, the Heavy Widow's Dive is the only variation that can be used as an Opener when it connects on a grounded opponent. If Heavy Widow's Dive connects with an airborne opponent, it will reel **Sadira** in for an attack before grounding the opponent.

Shadow Version

Shadow Widow's Dive throws 5 projectiles at the opponent, and the fifth projectile will pull **Sadira** in toward the opponent. On hit, this will count as an Opener. On block, **Sadira** will bounce up and away similar to Heavy Widow's Dive. Generally, this is useful to add damage to jump cancel combos without adding KV to your combo.

Web Cling



Command

General: (while in air)

Hit Level: Mid

Range: Depends on Punch Strength

Description: **Sadira**'s Web Cling is a utility special that ricochets her off the wall behind her from her current height. The strength of the punch attack used will determine how far from the wall **Sadira** lands; generally, you will want to use the Heavy version if you are trying to reach across the screen. The higher in the air **Sad**

**SADIRA
STRATEGY****GENERAL OVERVIEW**

Compared to the rest of the characters, **Sadira**'s main strength is her air mobility. On the ground she isn't as fast as others, and she doesn't really have any attacks to keep opponents off of her once she gets knocked down. Blade Demon is a fairly good whiff punisher, but her options on the ground are primarily limited to Blade Demon and normal pokes. She also has no overhead **normal attacks** from the grounded position. With this in mind, the majority of **Sadira**'s offense should come from the air. Focus on using her air double jump, Widow's Bite, and Web Cling to be unpredictable in your movement. There is very little risk of getting hit while in the air, as most big combo damage comes from getting hit while you are on the ground. **Sadira** exploits this better than any other character in the game thus far. Once you are knocked down, however, you must take great care in how you get off the ground again. Pay attention to how your opponent tries to capitalize after he or she knocks you down and change up your wake-up timing to throw your opponent off.

**GROUND GAME**

Sadira's strengths definitely lie in her air game; however, it is equally important to understand what she is capable of on the ground. Her standing Medium Punch is a deceptively good poke and is positive on block. Her standing Heavy Kick is one of her best ranged normals, but when used up close it is punishable on block. Standing Heavy Punch and crouching Heavy Punch are equally useful and have good range, as the blades on her wrist extend past her hands.



Sadira's Blade Demon is one of her best tools on the ground, as it crushes low attacks and covers good distance. This is extremely useful against players who like to poke low. Light Blade Demon into Light Blade Demon is also useful against opponents who have a habit of trying to punish everything with a crouching Light attack. If your opponent attempts to do this, he or she will only have a one-frame window to get the punish attempt in before your opponent gets crushed by the second Light Blade Demon. For anti-air, **Sadira** has Recluse and Fang. Recluse is fantastic as an anti-air and works much more reliably. With Fang, you can jump cancel and go into a short juggle as well.

JUMP CANCEL

Sadira has the ability to jump cancel a few of her launcher attacks. She can jump cancel from Fang, Blade Demon Ender, and Shadow Recluse Ender, as well as from her regular throws. To jump cancel, hit an up direction after you connect with the move. This will cause **Sadira** to jump in the air after her opponent. You can choose whether you want to jump toward your opponent or away from your opponent. From this state you can perform a small juggle. All air attacks are not breakable in a combo, so it is free extra damage.

USING DOUBLE JUMP

Sadira is the only launch character with a double jump. Once in the air from your first jump, she can jump forward, backward, or directly upward for the second jump. If used correctly, this simple mechanic can grow your offense options significantly. This is a great tool to beat out opponents who are good at anti-air attacks or bad at blocking crossups.

If your opponent is using standing normals as an anti-air attack, a good **strategy** is to jump at your opponent, then as he or she goes for an anti-air attack, perform your second jump to make that attack whiff, then punish your opponent on the way down for a full combo.

Video is restricted

When immediately beside an opponent, **Sadira** can jump over that opponent, then jump back to the original side to confuse the opponent's defense. Hit the opponent with this once, then the next time you jump over him or her, go for a crossup with jumping Heavy Kick without double jumping back to the original side! After knocking an opponent down, you can jump over his or her body, then double jump vertically up for a meaty ambiguous crossup attempt.

Video is restricted

To best utilize these options, it is important to understand their limitations. You can only throw one Widow's Bite in the air, the only exception being a Shadow Widow's Bite. You can only Web Cling once in the air. After you perform a Web Cling, you can use jump attacks or Widow's Drop, but you cannot air Special. After throwing any Widow's Bite, you cannot use your double jump. After a Light Widow's Bite, you cannot attack. After a Medium Widow's Bite, you can attack or Web Cling, but you cannot do another Widow's Bite. From Heavy Widow's Bite on block, you can still do your jump attacks on the way down, but you cannot do any air Special attacks.

Mix and match these options to confuse your opponent, and never let him or her know exactly where you will end up once you leave the ground.

INSTANT AIR WIDOW'S BITE / WEB CLING

Air attacks can be performed as close to the ground as possible by using a technique known in the fighting game community as the Tiger-Knee motion. Instead of the normal + attack, you would do + attack. You will need to learn the timing of exactly when to press the attack button. For instance, air Widow's Bite, the notation would be . For instant air Web Cling, the notation would be .



Since **Sadira** has a double jump, instant air attacks can also be used after a single jump! Practice this technique to perfect the height you need to be to land your Widow's Bites or to perform quicker further Web Clings!

Video is restricted

After you have conditioned your opponent to expect Medium and Heavy variations, switch to the Light Widow's Bite. Use it late in a jump toward your opponent, then immediately follow up with a crouching Light Kick. Your opponent is not likely to expect **Sadira** to land so quickly and will still be standing to block your jump in attacks. This leaves your opponent open to the crouching Light Kick into full combo.

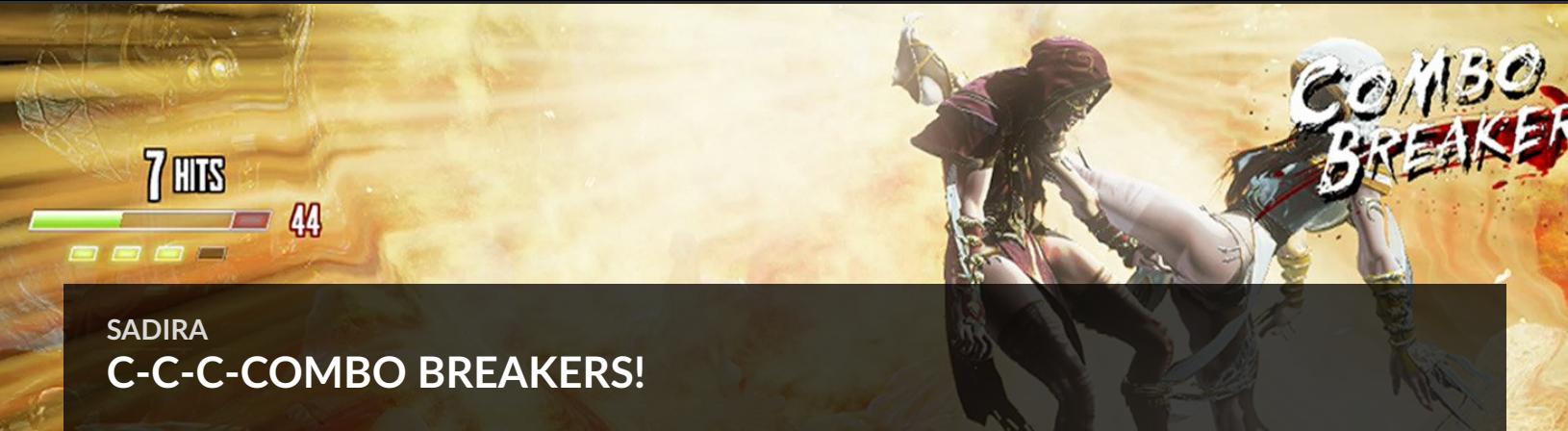
Video is restricted

The Medium variation is the most confusing for opponents to deal with, as it essentially gives **Sadira** an extra jump in the air. If used after a double jump, this technically gives her a triple jump. So, just when your opponent thinks he or she knows where you're going to land, throw out a Medium Widow's Bite, and **Sadira** goes higher and makes your opponent's life harder! Another confusing use for it is to forward jump, backward double jump, then Medium Widow's Bite.

It is also worth noting that **Sadira** is the only launch character with the ability to activate Instinct while in the air. So, while you are jumping around, if your opponent jumps to meet you in the air, you can activate Instinct in the air, drop a Web Trap to catch your opponent midair, then build a small juggle out of it.

Video is restricted

With her Instinct active, **Sadira** is able to jump cancel all **normal attacks** including Auto Doubles. This can be performed on both hit and block by hitting any upward direction. This makes her **combos** extremely tricky to break and gives her another tool to rush down her opponent with Instinct on. After performing one normal attack on hit or block, you can repeat **normal attacks** in quick succession by just holding any upward direction and any normal attack. Note that Heavy Punch and Light Kick are not good options as they have too much pushback and lack the range to do repeatedly. In **combos**, heavy attacks can be jump canceled into jump heavy attacks to continue the combo. Because you are airborne for jump attacks, they are unbreakable.



SADIRA

C-C-C-COMBO BREAKERS!

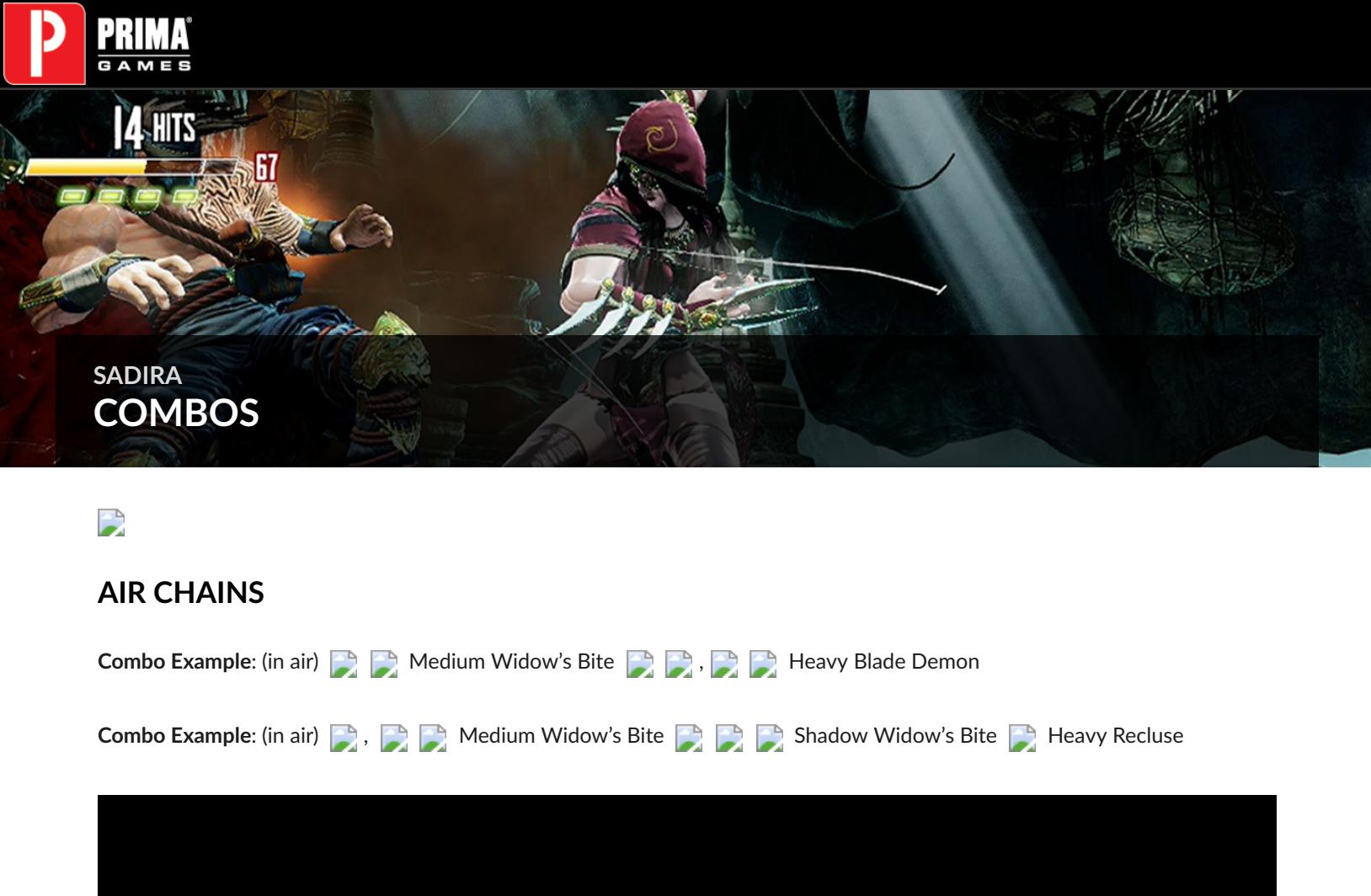
Here are **Sadira**'s six Auto Doubles. Learn to tell them apart and break them accordingly!

Combo Breaker Inputs			
Auto-Doubles	Light	Medium	Heavy
Punches			
Kicks			



SADIRA COMBO FLOWCHART





1

For more information about the study, please contact Dr. Michael J. Hwang at (319) 356-4000 or via email at mhwang@uiowa.edu.

For more information about the study, please contact Dr. Michael J. Hwang at (310) 794-3030 or via email at mhwang@ucla.edu.

 Jump Cancel Shadow Wield

Description: This is a fairly strong anti-air combo that only requires one stock of Shadow Meter. The second combo takes off over a quarter of your opponent's life from just hitting one anti-air. It does, however, require two stock of Shadow Meter. It is only shown here to highlight the potential of instant air attacks out of a jump cancel.

COMBO FROM THROWS

Combo Example: Throw Jump Cancel Shadow Widow's Bite Fang Jump Cancel Instant Air Shadow Widow's Bite Heavy Recluse

Video is restricted

1

Description: Sadira has one of the best throws in the game, and with meter you can get a solid chunk of damage for it. Similar to her anti-air Fang combo, this combo utilizes Shadow Widow's Bite followed by Fang. Note that since Fang is a ground normal attack being used in the combo, it can be Combo Broken. As your opponent is in a juggle state, however, this is a

LOCKOUTS

Lockout Combo Example: Jump in Heavy Kick Opener (LOCKOUT) Heavy Recluse Linker Heavy Recluse Linker Recluse Ender Fang Jump Cancel Heavy Widow's Bite

JOURNAL OF CLIMATE

Video is restricted

Page 1

Description: During a Counter Breaker, use the extra time to use a Shadow Blade Demon. The Heavy Punch Auto Double is followed by the Heavy Recluse Linker to maximize damage. If at this point you try to use a Heavy Auto Double again, your opponent will be able to break the second hit. Instead, go for a Medium Kick, as you will get both hits in, allowing you to get to the Ender before the lockout expires.

 Heavy Blade Demon Linker

A horizontal row of character portraits from Final Fantasy VII Remake. From left to right, the characters shown are: Heavy Blade Demon Linker (three portraits), Shadow Demon Blade Linker (two portraits), ULTRA (one portrait), and two other characters whose names are partially visible. Below the portraits, the text "72 hits, goes to 97 hits) Shadow Recluse" is visible.



GLACIUS INTRODUCTION

Glacius is the best long-ranged fighter in Killer Instinct. He possesses long-ranged attacks and unblockables that can hit his opponent from almost anywhere. His long-ranged abilities come at a price, however, as Glacius has no forward or back dash. When he enters Instinct Mode, he switches gears and is able to change up his play style to be offensive, allowing him to change the pace of the match at a moment's notice.



INSTINCT MODE



Glacius gains one of the most powerful abilities in the game when he enters Instinct Mode: Ice Armor. Glacius absorbs a hit without causing a reaction; however, Glacius does take full damage from the attack he absorbs. After absorbing an attack with Ice Armor, the armor falls away, leaving a cool down for 2 seconds as it regenerates. Glacius can regenerate his Ice Armor as many as 5 times while he is in Instinct Mode.

QUICK REFERENCE

Name

Move

COMMAND NORMALS

ICE LANCE



ICE PICK



SPECIALS

HAIL



COLD SHOULDER



PUDDLE PUNCH



SHATTER



OPENERS

ICE LANCE



HAIL



COLD SHOULDER



PUDDLE PUNCH

or

SHATTER



SHADOW COLD SHOULDER

x2

SHADOW HAIL

x2

Name

Move

Description

LINKERS

COLD SHOULDER

/ or Hold /

Carry Linker

PUDDLE PUNCH

/ or Hold /

Damage Linker

SHATTER

/ or Hold /

Range Linker

SHADOW COLD SHOULDER

x2

Shadow Carry Linker

SHADOW HAIL

x2

No Special Characteristics

ENDERS

HAIL



Ground Bounce Ender

COLD SHOULDER



Carry Ender

PUDDLE PUNCH



Damage Ender

SHATTER



Range and Battery Ender

SHADOW SHATTER

x2

Range Shadow Ender

SHADOW PUDDLE PUNCH

x2

Damage Ender

SHADOW ATTACKS

SHADOW HAIL

x2

SHADOW COLD SHOULDER

x2

SHADOW PUDDLE PUNCH

x2

SHADOW SHATTER

x2

FINISHERS

ULTRA



GLACIUS NORMAL ATTACKS

STANDING NORMALS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Standing		Mid	5	6	2	12	2	-2
2	Standing		Mid	10	8	2	21	1	-3
3	Standing		Mid	18	11	3	26	-3	-7
4	Standing		Mid	5	6	2	14	0	-3
5	Standing		Mid	10	10	2	19	1	-3
6	Standing		Mid	18	12	3	28	-3	-8



CLOSE STANDING NORMALS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Close Standing		Mid	10	7	2	17	1	-2
2	Close Standing		Mid	15	9	3	24	-1	-5
3	Close Standing		Mid	5	6	2	13	1	-2
4	Close Standing		Mid	10	7	2	13	3	1
5	Close Standing		Mid	15	9	3	17	1	-2



CROUCHING NORMALS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Crouching		Mid	5	5	2	11	2	1
2	Crouching		Low	10	7	2	19	-1	-2
3	Crouching		Mid	15	11	3	21	-3	-8
4	Crouching		Low	5	6	2	13	1	0
5	Crouching		Mid	10	8	3	18	2	-1
6	Crouching		Low	18	9	3	28	KD(53)	-11 Sweep, hard knock down



GLACIUS
COMMAND NORMAL ATTACKS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Ice Lance 	Mid	10	9	3	28	-6	-8	
2	Ice Pick 	Mid	18	10	3	26	NA	-7	LAUNCH



Ice Lance

Command: 

Hit Level: Mid

Description: A lance of ice extends forward from **Glacius**'s arm. Ice Lance can be used as an Opener and/or canceled into Special attacks. This attack is combo punished when blocked at closer ranges.

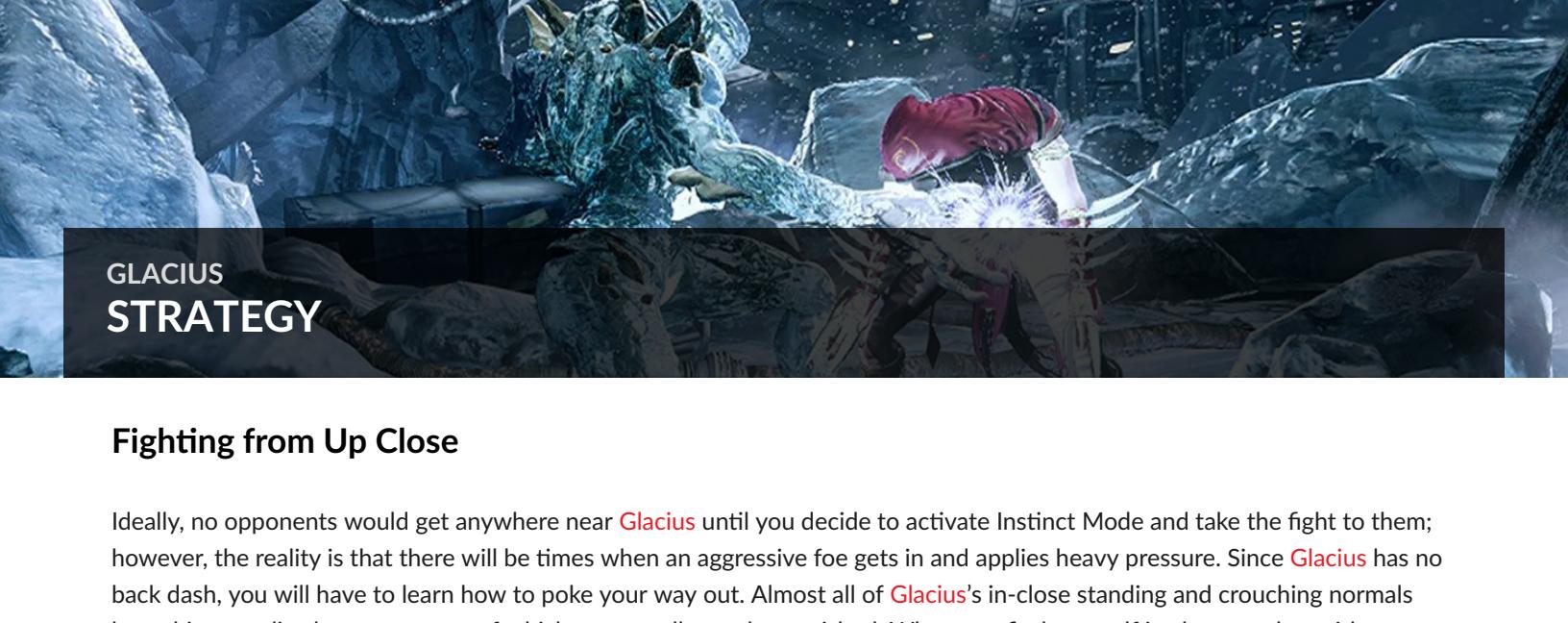
Ice Pick

Command: 

Hit Level: Mid

Description: An anti-air attack in which **Glacius** stabs upward with a spike of ice that forms from his hand. This attack is combo punished when blocked.

GLACIUS SPECIAL MOVES									
Hail									
#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Hail	Mid	16	15	NA	29	NA	NA	
2	Medium Hail	Mid	16	15	NA	29	NA	NA	
3	Heavy Hail	Mid	16	15	NA	29	NA	NA	
4	Shadow Hail	Mid	12,12,12,12,12	4,1	NA	36	NA	NA	
   									
Commands									
									
Ender: 									
Shadow Attack:  x2									
Hit Level: Mid									
Description: A ball of hail is summoned and flies toward the opponent at various trajectories. Hold attack button to hold projectile in place before release (up to 4 seconds).									
Ender									
Causes a ground bounce, which can be followed up on.									
Shadow Attack									
Five balls of ice sweep down in front of Glacius .									
Cold Shoulder									
#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Cold Shoulder	Mid	10	9	4	27	1	-3	1-11 LOW INV
2	Medium Cold Shoulder	Mid	12	11	5	28	3	-4	1-11 LOW INV
3	Heavy Cold Shoulder	Mid	15	13	6	29	5	-7	1-11 LOW INV
4	Shadow Cold Shoulder	Mid	6,6,6,18	3,2	1	22	5	-6	1-11 PROJ INV, 1-11 LOW INV
  									
Commands									
Opener: 									
Linker:  /  or Hold  / 									
Ender: 									
Shadow Attack:  x2									
Hit Level: Mid									
Description: Glacius charges forward with his shoulder. At close range, Light and Medium Cold Shoulder is only punished by the fastest attacks, and Heavy Cold Shoulder is combo punished. All strengths of Cold Shoulder are safe from the attack's maximum range.									
Linker									
Cold Shoulder is Glacius 's carry Linker, quickly pushing the opponent toward the corner.									
Ender									
Cold Shoulder is Glacius 's carry Ender, knocking the opponent away. This Ender will cause a wall splat when near a corner.									
Shadow Attack									
Shadow Cold Shoulder is a multi-hitting attack with complete projectile invulnerability. This attack is combo punished when blocked.									
Puddle Punch									
#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Puddle Punch	Mid	16	14	4	33	1	-14	1-11 INV
2	Medium Puddle Punch	Mid	19	15	4	35	0	-16	1-11 INV
3	Heavy Puddle Punch	Mid	26	16	5	39	NA	-18	1-11 INV
4	Shadow Puddle Punch	Mid	8,8,8,24	1,8	3	24	5	-10	1-8, 12-28, 32-48, 52-69, 73-89 INV, LAUNCH
  									
Commands									
Opener:  / 									
Linker:  /  or Hold  / 									
Ender: 									
Shadow Attack:  x2									
Hit Level: Mid									
Description: Glacius melts into the ground and rises up with an uppercut. This move is invincible during the first several frames of the attack.  or  can be used as an Opener;  knocks the opponent down. This attack is full combo punished when blocked.									
Linker									
Puddle Punch is Glacius 's damage Linker, inflicting slightly more damage than any of his other Special attacks when used as a Linker.									
Ender									
Cold Shoulder is Glacius 's carry Ender, knocking the opponent away. This Ender will cause a wall splat when near a corner.									
Shadow Attack									
Shadow Cold Shoulder is a multi-hitting attack with complete projectile invulnerability. This attack is combo punished when blocked.									
SHATTER									
#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Shatter	Mid	16	27	2	16	6	6	UNBLOCKABLE
2	Medium Shatter	Mid	16	27	2	16	6	6	UNBLOCKABLE
3	Heavy Shatter	Mid	16	27	2	16	6	6	UNBLOCKABLE
4	Shadow Shatter	Mid	8,8,8,24	1,13	2	18	NA	-2	LAUNCH
  									
Commands									
Opener: 									
Linker: / or Hold / <img alt="									



GLACIUS STRATEGY

Fighting from Up Close

Ideally, no opponents would get anywhere near **Glacius** until you decide to activate Instinct Mode and take the fight to them; however, the reality is that there will be times when an aggressive foe gets in and applies heavy pressure. Since **Glacius** has no back dash, you will have to learn how to poke your way out. Almost all of **Glacius**'s in-close standing and crouching normals leave him at a disadvantage, some of which are actually combo punished. When you find yourself in close combat with an opponent, crouching Light Punch is your best poking and punishing tool. As a poking tool, Crouching Light Punch has decent range, comes out in 4 frames, is +2 advantage on hit, and is +1 advantage on block. This allows you to poke with a quick ranged attack to get some breathing room.

From sweep range, standing Light Kick, standing Medium Kick, and standing Medium Punch become your best normal attack options. When outside of sweep range, standing Heavy Punch becomes the best normal attack option.

After any of these **normal attacks** are blocked, cancel into your Shatter unblockable attack. If the opponent remains blocking, Shatter connects, giving you a combo opportunity. The opponent is now forced to counter attack, jump, dash, etc. to avoid the unblockable. This is when you cancel the normal attack into Hail or Cold Shoulder, which will hit the opponent as they attempt to avoid the unblockable Shatter.

Ranged Combos



Glacius has the ability to combo his opponent from anywhere on the stage; however, he is limited to his options when using ranged **combos**. In a long-ranged combo, the only Linker he can use is Shatter. His ranged Light, Medium, and Heavy Auto Doubles also do different things. Lights pull the opponent closer, Mediums keep the opponent in his or her current position, and Heavys push the opponent farther away. For an Ender, you must use Shatter, as it's the only Ender that works in a ranged combo. During long-ranged **combos**, you also lose the use of a Shadow Linker because neither Shadow Cold Shoulder nor Shadow Hail will reach your opponent. Basically, long-ranged **combos** can only be linked and ended with Shatter.

Counter Breaking during Ranged Combos



One of the biggest advantages of **Glacius**'s ability to use ranged **combos** is the risk-free Counter Breaker. When using ranged **combos**, your opponent can still perform a Combo Breaker, even when being hit with a combo from across the screen. **Glacius** can attempt a Counter Breaker, however, without opening himself up to a combo because, while both Combo Breaker and Counter Breaker vacuum both characters close to one other, the Counter Breaker attempt does not. Should **Glacius** miss his Counter Breaker attempt during a ranged combo, **Glacius** and his opponent remain in their current positions on the stage. This allows **Glacius** to recover from the missed Counter Breaker long before the opponent can get close enough to punish him.

Glacius's Jumping Attacks



Glacius has tremendous range on his jumping Kick attacks. He can use jumping Medium and Heavy Kick attacks to knock opponents out of the air from far ranges, or he can land jumping attacks on opponents from ranges well outside their reach. **Glacius** can actually land these jumping attacks from far range and still combo his opponent.

Using Throw Combos

Glacius has the ability to combo off of his throw after throwing an opponent into a corner. This makes him especially dangerous, because a throw that leads to a damaging combo opens up devastating strike/throw mix-ups. A great set up for this is to end corner **combos** with a wall splat. After the wall splat, either throw the opponent for a throw combo or attack that opponent as he or she attempts to tech what your opponent believes will be a throw attempt.

Ending Close Combos For a Pressure Set Up:

Video is restricted

Glacius is able to end **combos** with his Hail Ground Bounce ender for a juggle ending with a cancel into Hail. By holding the Hail in place, it hovers next to your oponent until you decide to release it. By releasing the Hail as the opponent begins to get up, you force them to block the Hail, allowing you offensive pressure.

Using Ice Pick

When opponents get into closer range, **Glacius**'s jump can be too slow to get into the air fast enough to use his jumping attacks as an anti-air. Once an opponent gets within his or her jumping attack range, Ice Pick will easily anti-air that opponent every time. Ice Pick is one of the most consistent ant-air attacks in the game.

Using Ice lance

Ice Lance is **Glacius**'s attack with the most range. This attack is considered a combo Opener, allowing you to go right into an Auto Double anytime the attack hits. Constantly having Hail on the screen while poking with Ice Lance is one of the hardest and most frustrating things for an opponent to get through. Ice Lance is safe when blocked from a distance but can be made safe from close range when Hail is released behind it.

Using Hail

Anytime Hail hits, your opponent is open to a combo. **Glacius** should have Hail on the screen at almost all times; Light Hail will stay close, Medium Hail travels just past half-screen, and Heavy Hail will reach full-screen. **Glacius** can cancel into Hail from any normal attack and, when combined with the range of some of his attacks like Ice Lance, allows for serious pressure and traps when you have an opponent cornered. You can also hold the Hail in place by holding down the button, then releasing it to send the Hail down toward your opponent and still be able to attack while Hail is in place. Hail can be held for up to, but no longer than, 4 seconds. Defensively, you can use Hail to protect yourself against aggressive opponents when they attempt to get in close. Even if **Glacius** is hit, Hail can still hit the opponent and knock him or her out of his or her attacks and, in some cases, allow **Glacius** to recover in time to start a combo of his own. Hail is also used to prevent opponents from punishing your unsafe attacks. As your opponent attempts to punish you, the Hail follow-up will hit that opponent, giving you a combo. When far away from **Glacius**, opponents will sometimes try to jump over Hail as it approaches, in an attempt to close space on **Glacius**. This is where you punish them with your long-ranged jumping Heavy Kick, knocking them out of the air.

Using Cold Shoulder

The distance this attack travels depends on the strength of the attack button used. When blocked at close range, all three versions of this attack are combo punished. When used with Hail or done at or near maximum range, however, this attack becomes safe when blocked. Since **Glacius** has no way to close distance quickly due to his lack of a forward dash, Cold Shoulder is the attack to use when you want **Glacius** to bully his way in. Cold Shoulder is the go-to attack after **Glacius** has activated Instinct. Using his Ice Armor, **Glacius** can then Cold Shoulder right through his opponent's attacks for a combo Opener. One of the best things about this attack is that it is invulnerable to low attacks. This is especially helpful when opponents are attempting to use fast low pokes to pressure or keep you out. Cold Shoulder is a move you can use almost at will when spaced properly, used with Hail, or used during Instinct.

Using Puddle Punch

Puddle Punch is invulnerable to all attacks on startup. This means **Glacius** is completely invincible to all attacks as he transforms into the ice puddle and can only be hit when he is on his way back up. The Light and Medium versions of this attack are Openers, and the Heavy version causes a knockdown. While this attack is extremely unsafe when blocked, it's an attack opponents must respect because it allows **Glacius** to escape pressure situations with an invulnerable Opener.

Using Shatter



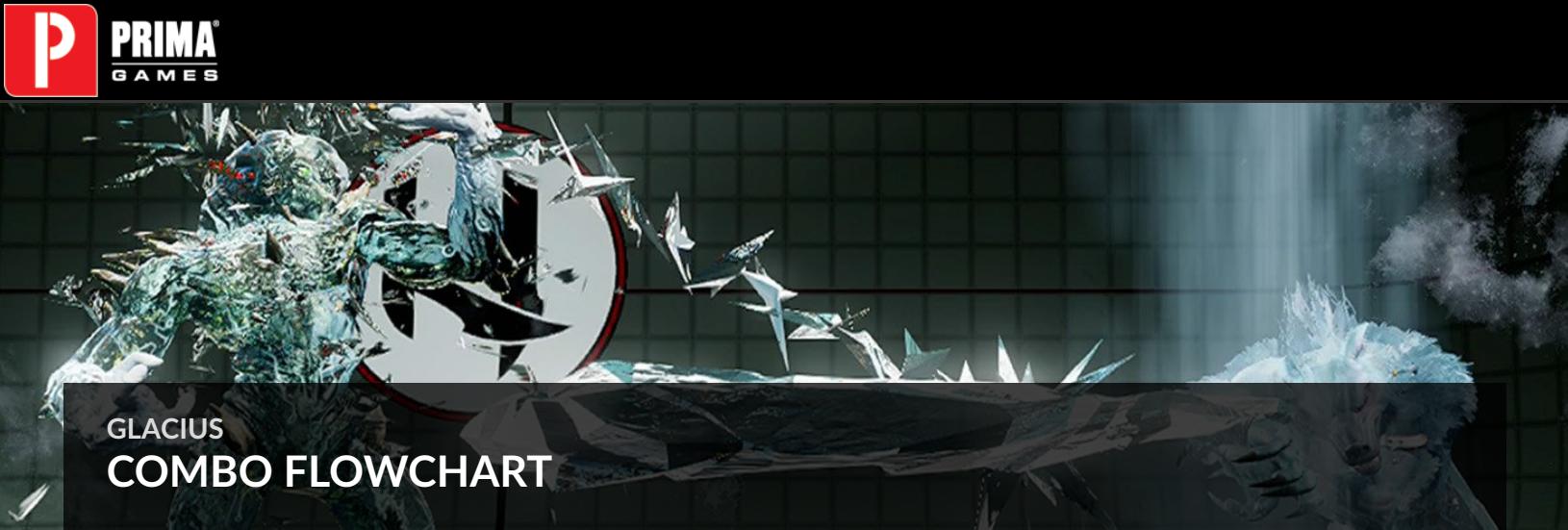


CLOSE AUTO DOUBLES

Combo Breaker Inputs			
Auto-Doubles	Light	Medium	Heavy
Punches			
Kicks			

RANGED AUTO DOUBLES

Combo Breaker Inputs			
Auto-Doubles	Light	Medium	Heavy
Ranged Punches and Kicks			



GLACIUS

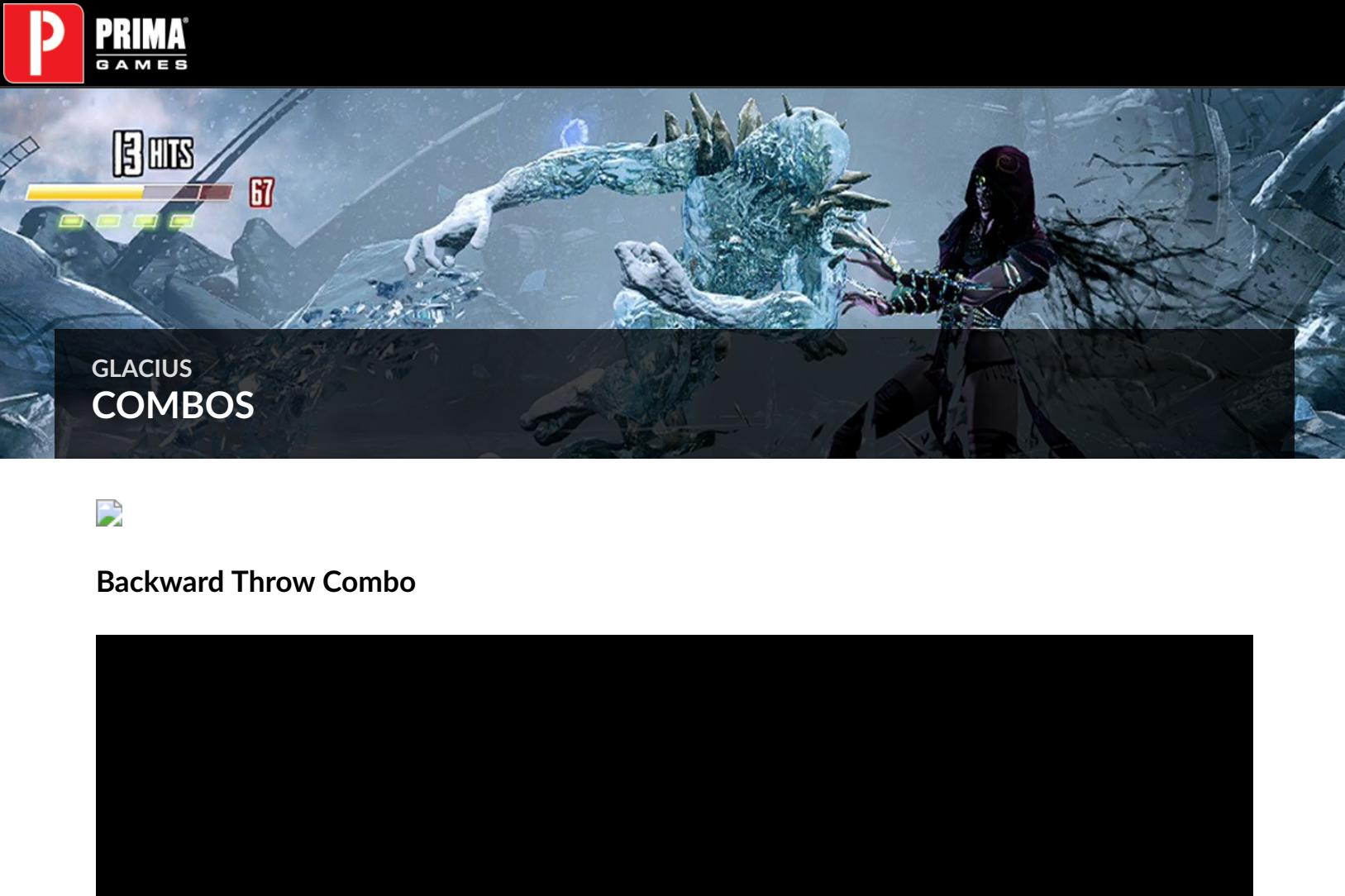
COMBO FLOWCHART

CLOSE COMBO FLOWCHART



RANGED COMBO FLOWCHART

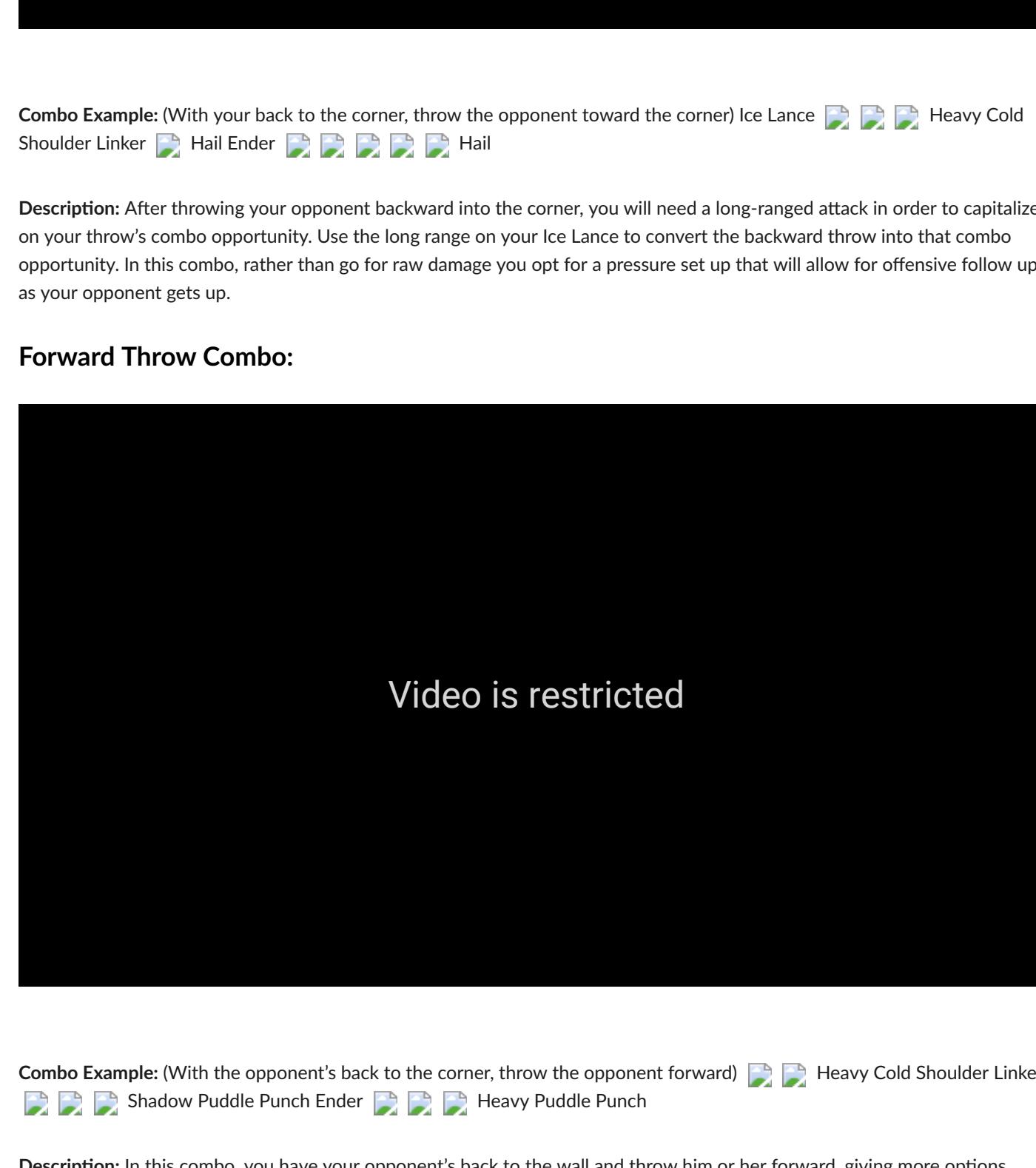




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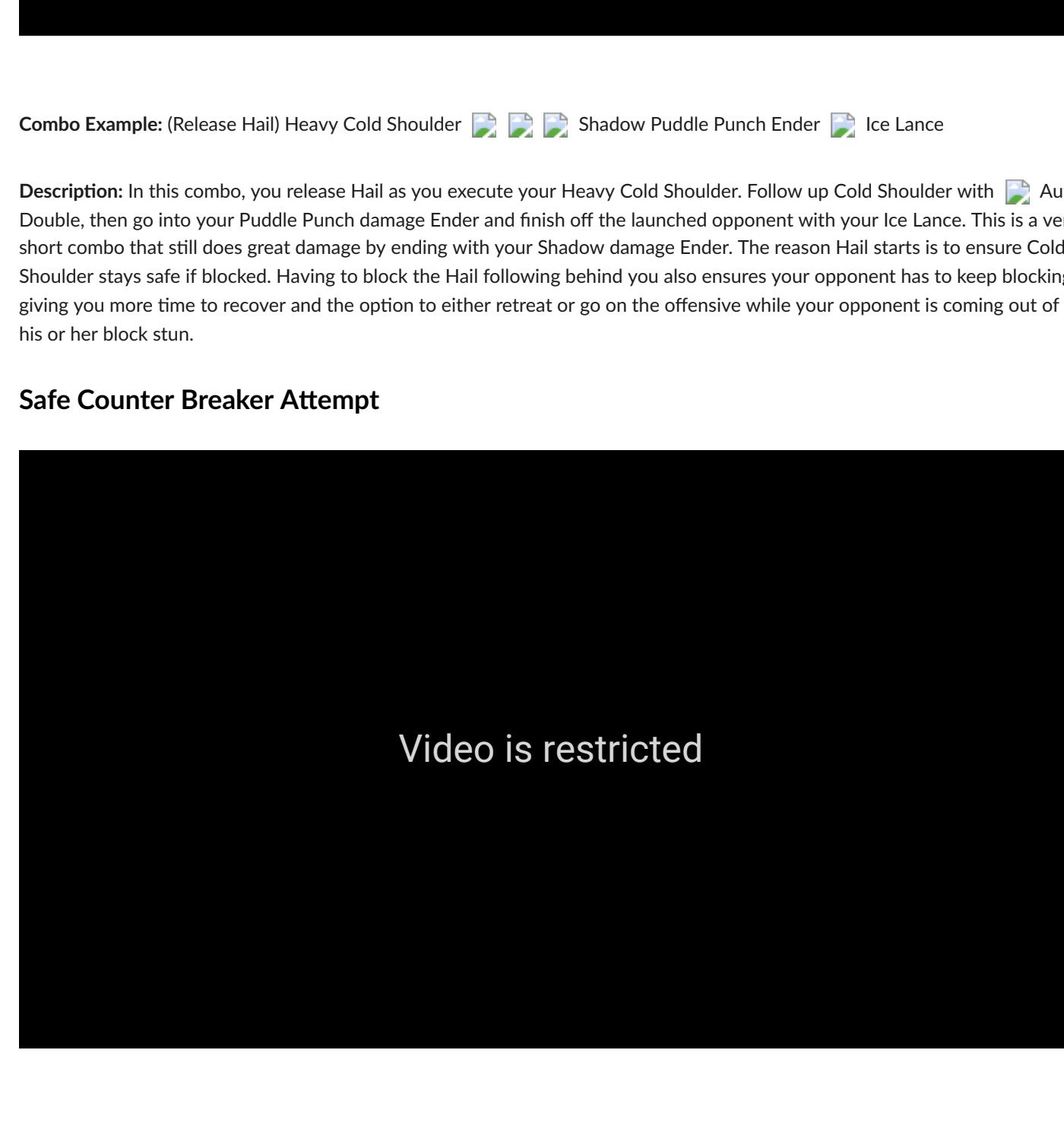
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Using Shadow Puddle Punch for Short Damaging Combos

Video is restricted

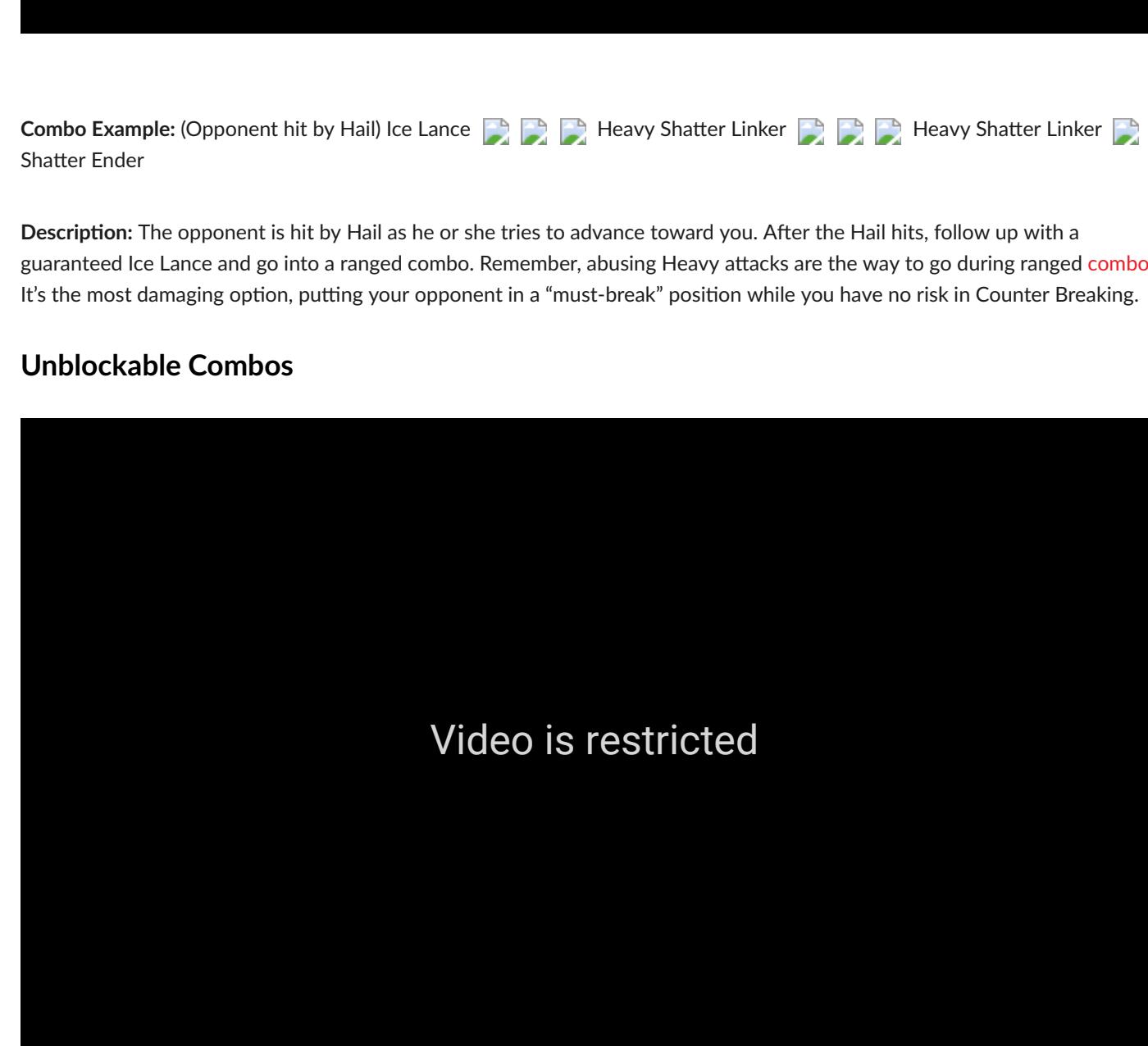
JOURNAL OF CLIMATE



show just how far the opponent is after the failed Counter Breaker. Basically, **Glacius** can avoid being punished by the Counter Breaker while performing ranged **combos**. This allows you to abuse damaging Heavy Auto Doubles in ranged **combos** because your opponent knows you can Counter Break with no risk.

Video is restricted

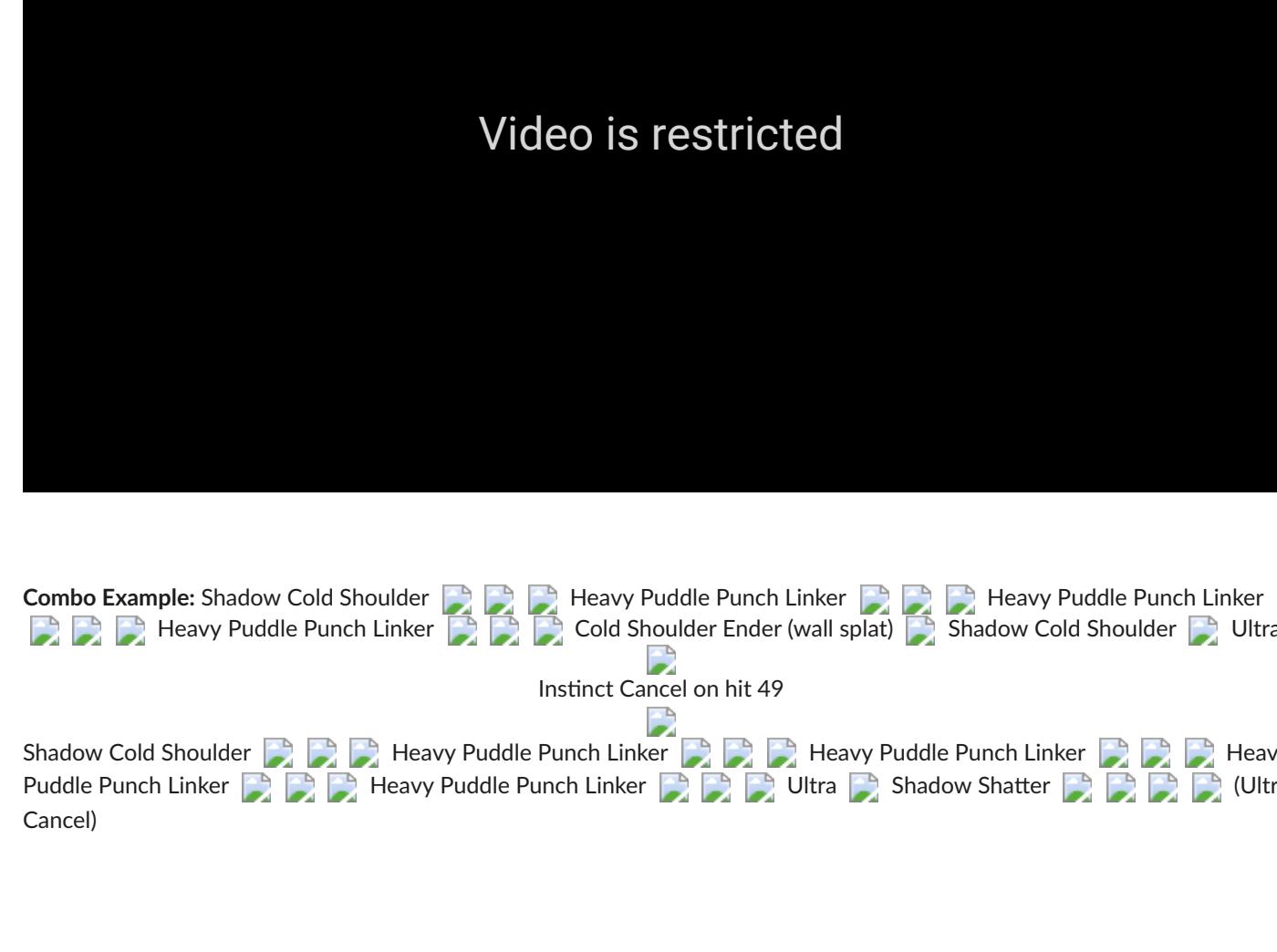
THE INFLUENCE OF CULTURE ON PARENTING



Description: The video example begins with one of several ways *Glacius* can set up his unblockable Shatter attacks. It starts poking with Ice Lance, which is canceled into Heavy Hail that is held in place. While holding Hail in place, follow up with another Ice Lance canceled into Medium Shatter. Just as you cancel into Shatter, release the Hail and continue your combo.

again poke with the long range of your Ice Lance attack. Cancel into Medium Shatter from the Ice Lance, which is unblockable giving you a combo Opener. Your opponent gets hit with the unblockable Shatter because your opponent was respecting your option to release the Hail after poking with your Ice Lance. Even if your opponent was expecting the unblockable or he or she reacted to it, you have Hail as a safety-net to keep yourself safe.

1





THUNDER INTRODUCTION

At his core, Thunder is a grappler. His goal is to knock his opponent down, then force a strong guessing game between his command grab and combo Openers from that point on. Some may claim that a grappler doesn't fit into a combo heavy game like *Killer Instinct*, but Thunder's unique combo mechanics and Instinct Mode make up for this. One of the slowest characters in the game, Thunder's mobility is an issue ... until he activates his Instinct Mode, that is. Then he becomes a grappler who can dash through attacks to put the pressure on up close.



INSTINCT MODE

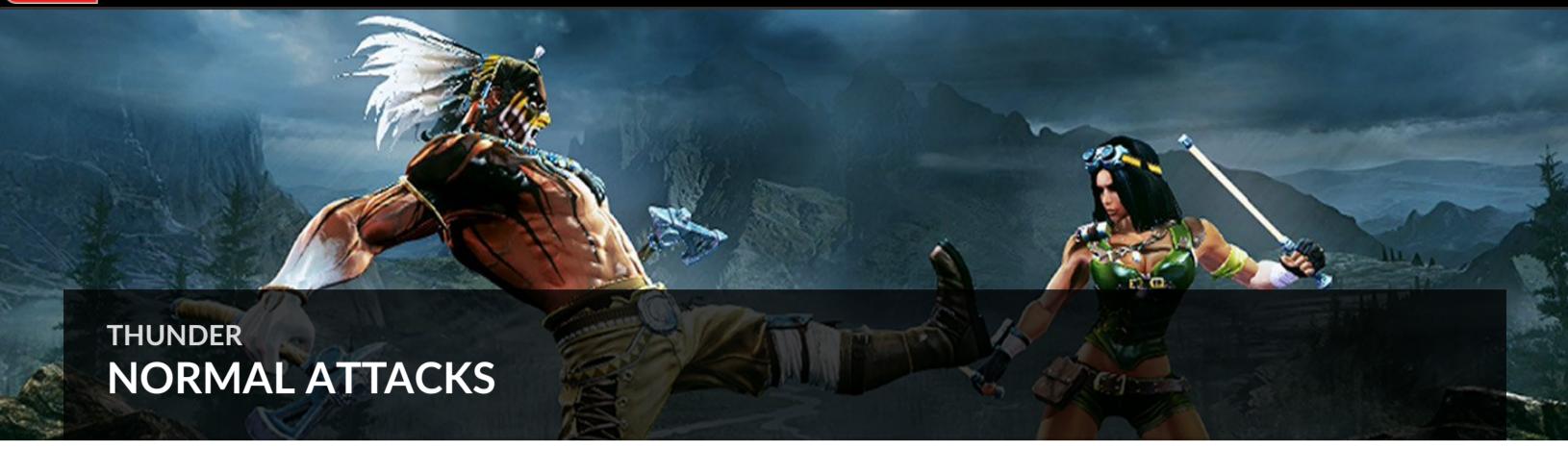


With Instinct activated, Thunder gains a Spirit Dash. The Spirit Dash allows Thunder to dash farther, faster, and even *through* his opponent (similar to *Sabrewulf*'s dash). Additionally, the first 16 frames of the dash are completely invulnerable. On hit or block, the recovery of Special attacks can be canceled into the Spirit Dash. The last half of the Spirit Dash can be canceled back into any Special attack.

QUICK REFERENCE

Name	Move
COMMAND NORMALS	
HORN BREAKER	
SKY FALL	(During SAMMAMISH/SHADOW SAMMAMISH)
SPECIALS	
TRIPLAX	
CALL OF THE EARTH	
ANKLE SLICER	
SAMMAMISH	
OPENERS	
TRIPLAX	
ANKLE SLICER	
BACK THROW	

Name	Move	Description
LINKERS		
BACK THROW		Exchange Linker
TRIPLAX	/ or HOLD /	Carry Linker
ANKLE SLICER	/ or HOLD /	Damage Linker
SHADOW TRIPLAX	x2	Carry Linker
SHADOW ANKLE SLICER	x2	
ENDERS		
TRIPLAX		Carry Ender
CALL OF THE EARTH		Damage Ender
ANKLE SLICER		Battery Ender
SAMMAMISH		Launcher Ender
SHADOW CALL OF THE EARTH	x2	Damage Ender
SHADOW SAMMAMISH	x2	Launcher Ender
ULTRA COMBO:		



THUNDER NORMAL ATTACKS

Standing Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Standing		Mid	5	5	2	14	5	2
2	Standing		Mid	10	8	3	17	-1	-4
3	Standing		Mid	15	12	2	22	0	-3
4	Standing		Mid	5	6	3	12	5	2
5	Standing		Mid	10	9	6	17	3	0
6	Standing		Mid	18	16	5	25	3	1



Close Standing Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Close Standing		Mid	10	7	2	14	1	-2
2	Close Standing		Mid	15	9	3	19	-1	-6
3	Close Standing		Mid	10	7	3	14	4	1
4	Close Standing		Mid	15	8	4	18	-1	-5



Crouching Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Crouching		Mid	5	5	2	11	4	2
2	Crouching		Mid	10	9	2	16	3	-3
3	Crouching		Mid	15	9	4	23	-3	-6
4	Crouching		Low	5	5	2	9	4	1
5	Crouching		Low	10	9	3	16	-2	-4
6	Crouching		Low	18	12	3	27	KD(48)	-6





#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Horn Breaker	Overhead	12, 12	19	2	27	-2	-6	
2	Sky Fall (During Sammamish,)	Overhead	20	20	NA	32	KD	-13	



HORN BREAKER

Command:

Hit Level: Overhead

Range: Sweep

Description: Horn Breaker is a double overhead attack string in which **Thunder** swings his tomahawk downward twice while walking forward. The hitbox on each hit is massive, making this move even better thanks to the limb priority system. It is unsafe on block, so cancel it into a Special attack like Light Triplax to make it safer on block. Since the move is fairly slow to startup, you will want to use it from sweep range to prevent getting interrupted. Use this on your opponent after a hard knockdown to prevent him or her from jumping away. It's also useful to use as a high/low mix-up with Ankle Slicer. As with all multi-hit attacks, though, you have to be aware of your opponent's Shadow Meter to avoid getting Shadow Countered.

SKY FALL

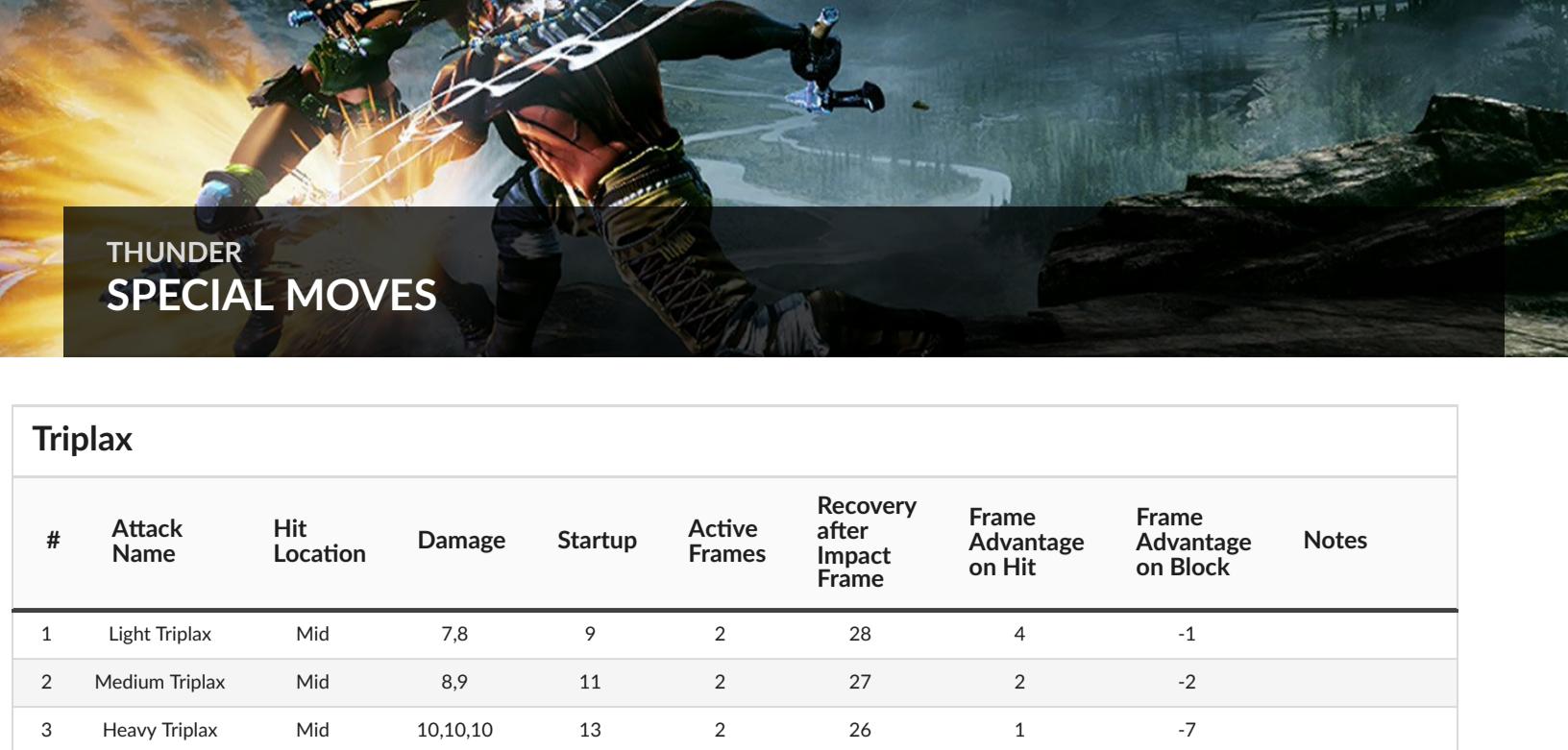
Command: (During Sammamish/Shadow Sammamish)

Hit Level: Mid

Range: Vertical

Description:

Sky Fall is **Thunder**'s extension to his Sammamish uppercut. This move is primarily used for combo damage or to try to save yourself from whiffed or blocked Sammamish attempts. Because this move is extremely punishable on block, it isn't much of a saving grace from a whiffed Sammamish. Also use this attack as a crossup knockdown tool. If you are next to your opponent and do a Light Sammamish and immediately hit the button, **Thunder** will crossup your opponent with Sky Fall. If you do a Light Sammamish and delay the Sky Fall, you will attack on the same side. Since this is a risky option, you will only want to exercise this option if you are very confident in your wake-up game. Note that this attack can be delayed significantly to catch your opponent off guard, potentially making him or her hesitate before punishing Sammamish.



THUNDER SPECIAL MOVES

Triplax

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Triplax	Mid	7,8	9	2	28	4	-1	
2	Medium Triplax	Mid	8,9	11	2	27	2	-2	
3	Heavy Triplax	Mid	10,10,10	13	2	26	1	-7	
4	Shadow Triplax	High/Mid	6,6,6,18	3,3	2	28	5	2	1 Hit Super Armor



Commands

Opener:

Linker: / or HOLD /

Ender:

Shadow Triplax: x2

Hit Level: Mid

Range: Depends on Punch Strength

Description:

Triplax is an attack where **Thunder** spins toward the opponent with his tomahawks out. The Light version travels the least distance forward while the Heavy version travels the most distance. The Light and Medium versions are two hits while the heavy version is three hits. The Light and Medium versions are negative but safe on block while the Heavy version is actually punishable on block. All three options are beat by Shadow Counters, so you will only want to use this in a combo or after a hit confirm.

Shadow Version

Shadow Triplax has one hit of Super Armor. This allows **Thunder** to absorb one hit from the opponent and continue attacking. It is best used on your opponent's wake-up when he or she does not have meter. This way, if your opponent does a wake-up attack, you can armor through it and start a combo. If your opponent doesn't do anything on wake-up, then he or she still doesn't have any meter to Shadow Counter your last hit. Since it only absorbs one hit, quick Shadow attacks can also break through your armor if timed correctly.

Linker

This is **Thunder**'s Carry Linker. It is used to push someone toward a corner. Use it in conjunction with his Back Throw as a Linker to control positioning. The Light version does two hits, the Medium version does three hits, and the Heavy version does four hits. It is best used with Medium and Light punch Auto Doubles in a combo to confuse your opponent.

Ender

As **Thunder**'s Carry Ender, this move will push the opponent away and can also cause a wall splat when used in a corner. You may want to use this to get your opponent closer to the corner so you can apply more pressure.

Ankle Slicer

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Ankle Slicer	Low	12	16	2	21	2	-4	1-15 LOW
2	Medium Ankle Slicer	Low	16	19	2	21	4	-7	1-18 LOW
3	Heavy Ankle Slicer	Low	20	21	2	20	5	-9	1-20 LOW
4	Shadow Ankle Slicer	Low	8,8,8,24	1,9	5	18	6	-4	1-10 LOW



Commands

General:

Opener: or

Linker: / or HOLD /

Ender:

Shadow Ankle Slicer: x2

Hit Level: Low

Range: Depends on Kick Used

Description:

Ankle Slicer is a low tomahawk attack that begins with **Thunder** hopping slightly backward before leaping forward. The Light version travels very little in both directions. The Medium version jumps farther in both directions. The Heavy version goes about the same distance back as the Medium version but attacks considerably farther forward. All variations have low invulnerability, making it ideal against opponents who poke with low attacks. It does not have throw or upper-body invulnerability, however, so **Thunder** can be hit or thrown out of it.

Because **Thunder**'s movement speed is so slow, you can catch opponents off guard by using the Heavy version to close distance when your opponent least expects it. Unfortunately, only the Light and Medium variations are safe on block, making it risky for **Thunder** to close large distances with this. Note that when canceling from a normal into Ankle Slicer to start a combo, you will want to go with Light Ankle Slicer for consistency.

Shadow Version

Shadow Ankle Slicer is best used for damage as a long-ranged whiff punish. It has low invulnerability, similar to the regular version of Ankle Slicer, and does more damage when used as a Shadow Linker than Shadow Triplax.

Linker

Ankle Slicer is **Thunder**'s Damage Linker. This will be your go-to Linker option whenever you have a lockout.

Ender

As an Ender, Ankle Slicer is useful as it causes a hard knockdown. Use this to set up a crossup attempt, meaty normals, Back Throw, or Call of the Earth.

Call of the Earth

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Call of the Earth	Grab	60	11	3	49	69	NA	1-13 THROW, Hard Knockdown
2	Medium Call of the Earth	Grab	60	14	3	50	69	NA	1-16 THROW, Hard Knockdown
3	Heavy Call of the Earth	Grab	60	18	3	50	69	NA	1-20 THROW, Hard Knockdown
4	Shadow Call of the Earth	Grab	101	5,0	3	39	103	NA	1-9 THROW, Hard Knockdown, Launch

Commands

General:

Opener: or

Linker: / or HOLD /

Ender:

Shadow Call of the Earth: x2

Hit Level: Mid

Range: Depends on Punch Strength

Description:

The Call of the Earth command grab is at the core of what makes **Thunder** a grappler. This grab is not escapable once it connects and causes a hard knockdown. You can and should use traps like close Heavy Kick into Heavy Call of the Earth. If the kick is hit or blocked, your opponent must jump to avoid the grab. Medium Punch into Medium Call of the Earth is another example. Additionally, you can set your opponent up with trick-throw-like setups. Use standing jab to get your opponent to think about blocking, then when he or she least expects it, grab with Call of the Earth!

Because **Thunder**'s movement speed is so slow, you can catch opponents off guard by using the Heavy version to close distance when your opponent least expects it. Unfortunately, only the Light and Medium variations are safe on block, making it risky for **Thunder** to close large distances with this. Note that when canceling from a normal into Ankle Slicer to start a combo, you will want to go with Light Ankle Slicer for consistency.

Shadow Version

Shadow Call of the Earth is best used for damage as a long-ranged whiff punish. It has low invulnerability, similar to the regular version of Call of the Earth, and does more damage when used as a Shadow Linker than Shadow Triplax.

Linker

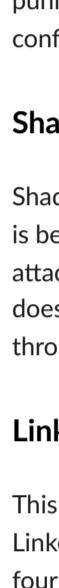
Ankle Slicer is **Thunder**'s Damage Linker. This will be your go-to Linker option whenever you have a lockout.

Ender

As an Ender, Ankle Slicer is useful as it causes a hard knockdown. Use this to set up a crossup attempt, meaty normals, Back Throw, or Call of the Earth.

Sammamish

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Sammamish	Mid	16	8	8	45	NA	-31	1-8 UPP, 1-18 THR, 1-19 PROJ, 10-37 in air
2	Medium Sammamish	Mid	19	10	7	43	NA	-32	1-10 UPP, 1-18 THR, 1-20 PROJ, 12-37 in air
3	Heavy Sammamish	Mid	22	12	7	52	NA	-36	1-12 UPP, 1-22 THR, 1-21 PROJ, 14-48 in air
4	Shadow Sammamish	High/Mid	10,10,10,30	6,0	5	45	NA	-31	1-14 INV



Commands

General:

Opener: or

Linker: / or HOLD /

Ender:

Shadow Sammamish: x2

Hit Level: Mid

Range: Depends on Punch Strength

Description:

Sammamish is **Thunder**'s classic headbutt uppercut that has a lot of invulnerabilities. All variations are upper-body, throw, and projectile invulnerable during a large chunk of the move's startup and can be canceled into Sky Fall during **Thunder**'s descent. Note that there is no lower-body invulnerability so it can be stopped by low attacks. Primarily you will use this to avoid projectiles or to stop pressure against you when getting up off the ground. When using it to counter projectiles, you will want to try to use the Heavy version to actually connect with your opponent, not just to avoid the projectile.

Shadow Version

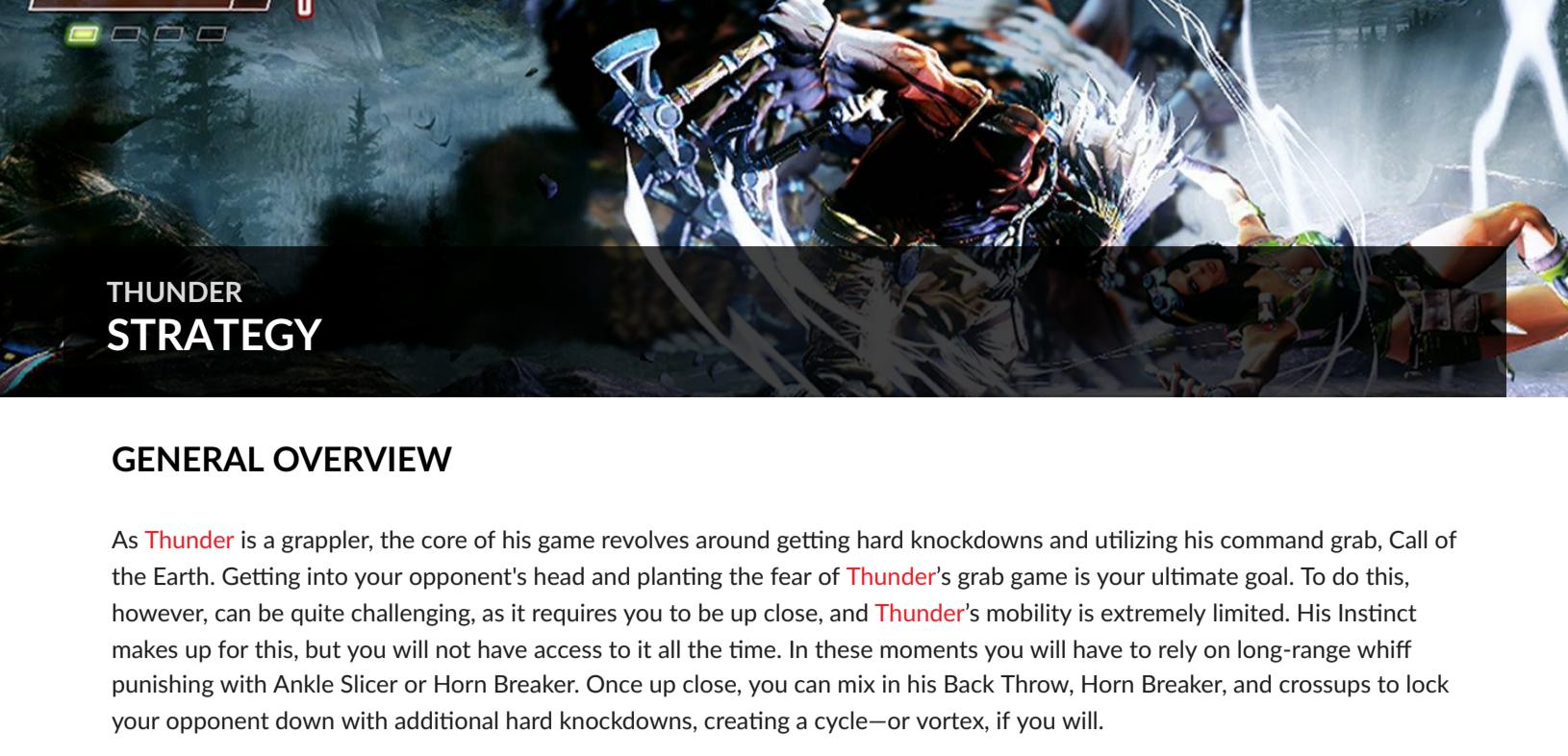
Shadow Sammamish is essentially a damage boost to the regular version. On top of the damage, however, the move does have complete invincibility. This makes it your best bet to avoid dealing with pressure. With its six-frame startup, it is relatively quick and can be used as a punisher as well.

Ender

When used as an Ender, Sammamish launches the opponent into the air, allowing for a small juggle. Unlike Shadow Call of the Earth, this does not give a hard knockdown if you choose not to juggle.

Call of the Earth

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Call of the Earth	Grab	60	11	3	49	69	NA	1-13 THROW, Hard Knockdown
2	Medium Call of the Earth	Grab	60						



GENERAL OVERVIEW

As **Thunder** is a grappler, the core of his game revolves around getting hard knockdowns and utilizing his command grab, Call of the Earth. Getting into your opponent's head and planting the fear of **Thunder**'s grab game is your ultimate goal. To do this, however, can be quite challenging, as it requires you to be up close, and **Thunder**'s mobility is extremely limited. His Instinct makes up for this, but you will not have access to it all the time. In these moments you will have to rely on long-range whiff punishing with Ankle Slicer or Horn Breaker. Once up close, you can mix in his Back Throw, Horn Breaker, and crossups to lock your opponent down with additional hard knockdowns, creating a cycle—or vortex, if you will.

To be successful, you have to pay attention to the Shadow Meter, both your and your opponent's, and manage it well. As most of his attacks have multiple hits, **Thunder** is very susceptible to Shadow Counters when the opponent has Shadow Meter. On the flip side, using **Thunder**'s Shadow Meter at the right times can determine the outcome of a match.

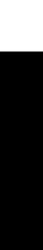
NOTABLE NORMALS

When it comes to his **normal attacks**, **Thunder** has some of the largest hitboxes in the game. His crouching Heavy Punch is a fantastic anti-air, but also functions well up close when canceled into **Special Moves**. His standing Medium Kick and standing Medium Punch are both really good poke tools with decent range. While the Medium Kick is one frame slower to startup, it gives advantage or neutral on hit or block. The Medium Punch has a tiny bit more range and starts up faster, but it is negative on both hit and block. **Thunder**'s standing Heavy Punch and Heavy Kick are both advancing normals with excellent range; however, Heavy Punch is much faster. Up close, crouching Light Punch and close standing Medium Punch are great poke tools to set up throws. In the air, jumping Heavy Punch and jumping Medium Kick are your best bets for crossups. You may find jumping Medium Punch useful for air-to-air situations because of the range and height of its hitboxes compared to the rest of **Thunder**'s jumping attacks.



HARD KNOCKDOWNS

A hard knockdown, or unteachable knockdown, is one in which your opponent's wake-up timing is always the same. This allows you to set up and practice your timing exactly for this scenario. The following are **Thunder**'s main options to get a hard knockdown sorted by distance the opponent is left from you: forward grab, crouching Heavy Kick sweep, Call of the Earth, Shadow Call of the Earth, Call of the Earth Ender, and Ankle Slicer Ender. To follow up after a forward grab, you will have to walk forward quite a while before setting up your offense. **Thunder**'s sweep has deceptively good range, and although it is combo punishable on block, it does have some pushback, making it a bit safer. The range you are after a sweep is the best for setting up ambiguous crossup attempts with jumping Medium Kick or jumping Heavy Punch. All Call of the Earth variations leave you at about the same spacing, similar to sweep hitting at mid range. The Ankle Slicer Ender leaves your opponent right beside you.



POST-KNOCKDOWN GAME

Once you get a hard knockdown, the first thing you have to do is check your opponent's meter. If he or she doesn't have any meter, then a well-timed Horn Breaker is your best option as it will beat ducking opponents, jumping, and backdashes to start a full combo. If your opponent blocks the Horn Breaker, you can cancel into Light Ankle Slicer or do a late cancel into Call of the Earth.

Regardless of whether or not your opponent has meter, you can attempt an ambiguous crossup with either jumping Medium Kick or jumping Heavy Punch. You have a lot of time after a hard knockdown to make sure your positioning is right before you jump. Once in the air, it's all about the timing of the attack button. This will take some practice to perfect, so don't expect to get it right on the first try.

If you make these two strategies the core of your post-knockdown game, then you have done two things. One, you have shown your opponent that he or she cannot wake-up blocking low. And two, you have shown your opponent that jumping and backdashing won't help him or her get away, either. Once you have sufficiently conditioned your opponent with these strategies, it will be easier to use the rest of your tools.

At this point, after a hard knockdown, your opponent will hopefully be stand guarding on wake-up, hoping to block your crossup attempt or block and Shadow Counter your Horn Breaker. Because he or she is standing and not jumping or backdashing, you have multiple options. You can sweep your opponent, resetting the same wake-up situation. You can grab your opponent with Call of the Earth, also resetting the same wake-up situation. Or we can look for a crouching Light Kick or Ankle Slicer to start a combo, then use the Call of the Earth Ender or Ankle Slicer Ender, to again reset the same wake-up situation.

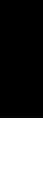
Now your opponent should be getting flustered and will have to seek riskier alternatives to escape this situation. This is where he or she will try to use invincible attacks, perhaps even invincible Shadow attacks. Though invincible attacks like **Jago**'s Tiger Fury or **Orchid**'s Air Buster will beat **Thunder**'s offensive options after knockdown, do not be discouraged. Blocking any of these options leads to a full combo for **Thunder** to put your opponent back in the same situation, while if your opponent is successful, he or she is getting minimal damage. The main downside of your opponent landing the attack is that you will have to work your way in again. In the end, it all comes down to making the right reads on your opponent and conditioning him or her effectively.

Video is restricted

USING METER EFFECTIVELY

Each of **Thunder**'s Shadow Attacks has a very specific purpose. Shadow Call of the Earth is for an instant chunk of damage and is used to make your opponent uncomfortable whenever you are near him or her with Shadow Meter. Shadow Triplax has a hit of Super Armor and is also the attack that comes out when **Thunder** performs a Shadow Counter. In theory, this allows **Thunder** to Shadow Counter a three-hit string, whereas everyone else can only Shadow Counter two-hit strings. In practice, this is much harder to do, but it certainly works against **Thunder**'s Heavy Triplax. Shadow Ankle Slicer is designed to be used as his damage Shadow Linker in **combos**.

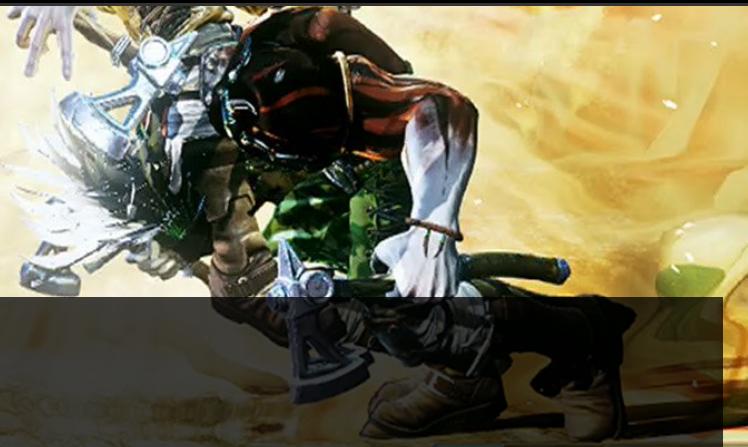
Managing Shadow Meter is extremely important. Having a Shadow Call of the Earth locked and loaded can instantly turn a match around, as can having a Shadow Triplax ready. In any match, if you feel you are behind in meter, end **combos** with the Ankle Slicer Ender, as it builds meter. Using Horn Breaker into Medium Triplax is also a very good meter-building **strategy**.



USING INSTINCT

With Instinct activated, **Thunder** gains a Spirit Dash that has 16 frames of invulnerability on startup. The Spirit Dash is much farther and faster than his regular dash and allows him to dash through opponents as well. One of the key features is that you can cancel the recovery of **Special Moves** into the Spirit Dash and that you can cancel the end of the Spirit Dash into **Special Moves**. This allows you to dash, attack out of the dash, then dash out of the attack. This can get tricky when you are immediately next to the opponent, and getting next to your opponent isn't impossible once you activate Instinct. Generally, opponents will panic and try to jump to avoid dealing with the ground mix-ups caused by **Thunder** dashing to the opposite side of him or her. Be on the lookout for this and punish your opponent with Sammamish. It should also be noted that you cannot cancel the recovery of Sammamish or Sky Fall into the Spirit Dash.

Video is restricted



THUNDER C-C-C-COMBO BREAKERS!

Here are **Thunder**'s six Auto Doubles. Learn to tell them apart and break them accordingly!

Combo Breaker Inputs			
Auto-Doubles	Light	Medium	Heavy
Punches			
Kicks			

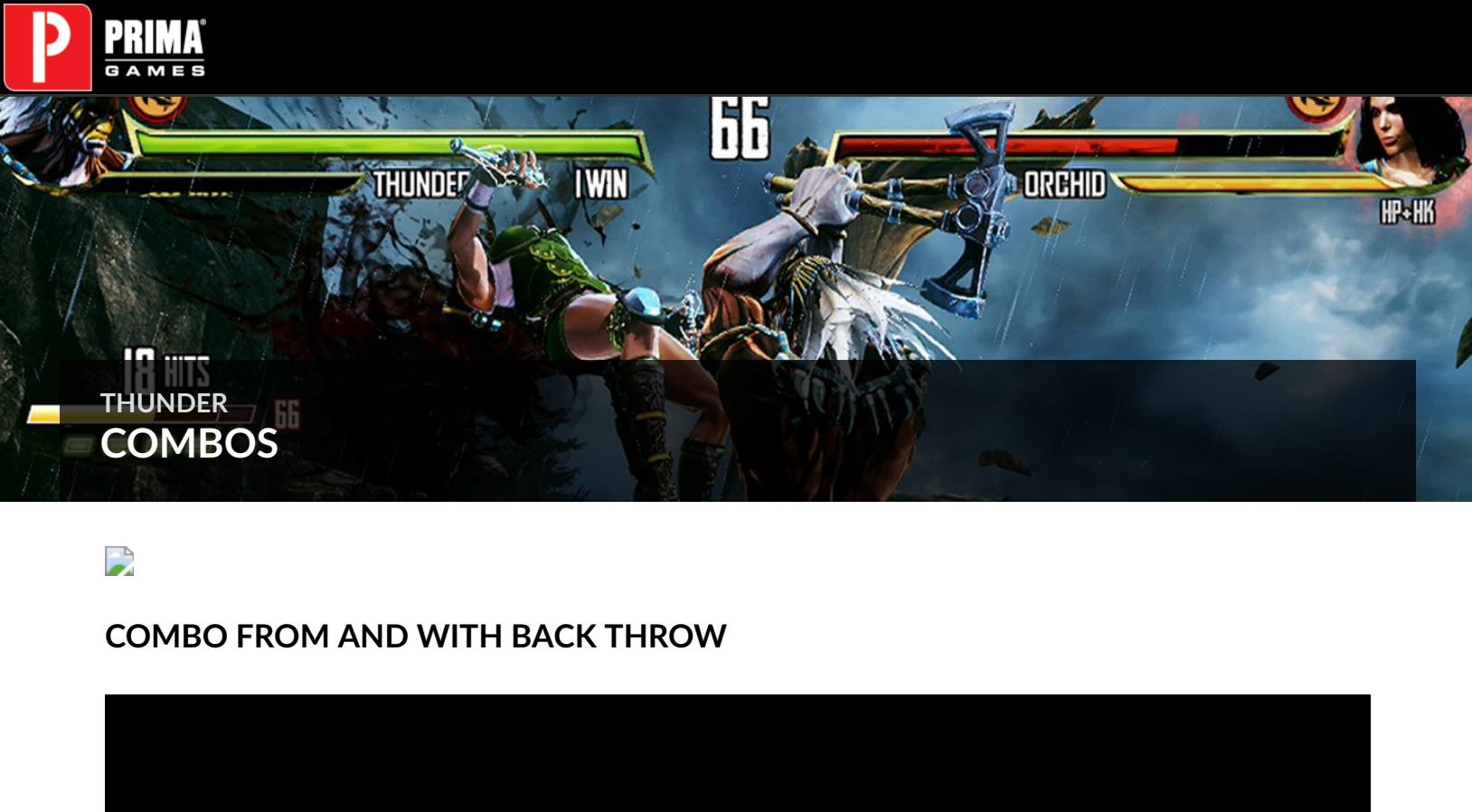


PRIMA
GAMES

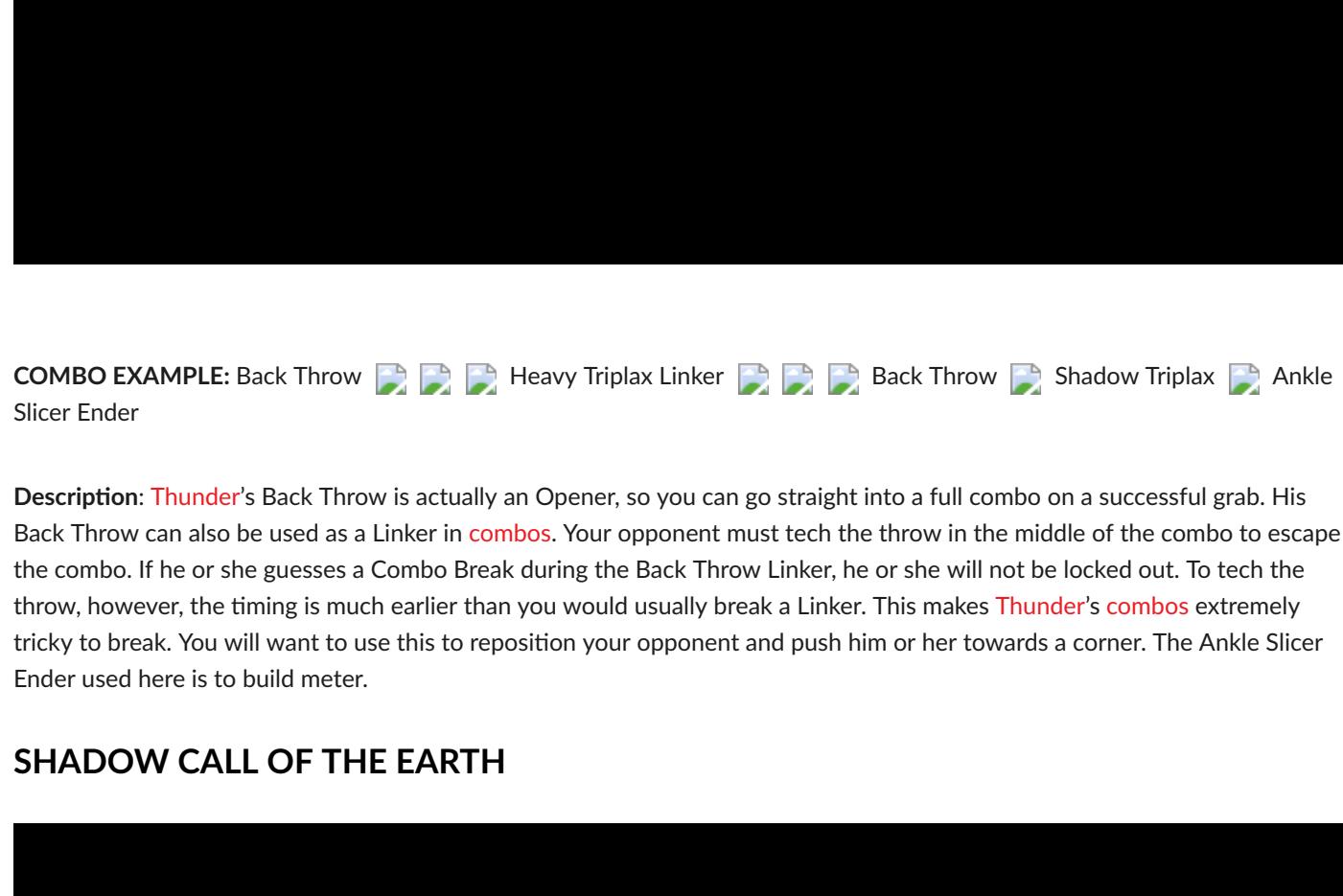


THUNDER COMBO FLOWCHART





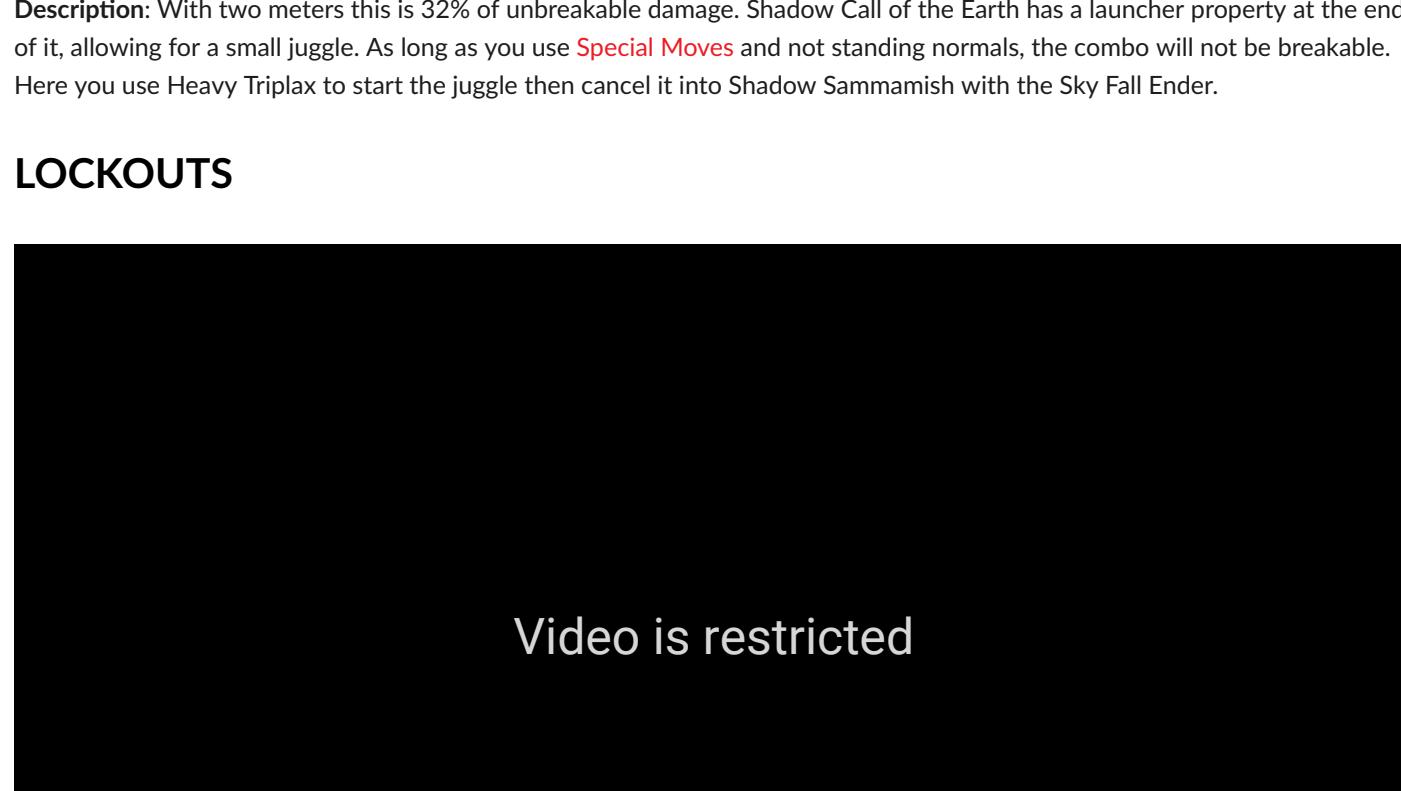
Video is



For more information about the study, please contact Dr. Michael J. Hwang at (310) 206-6500 or via email at mhwang@ucla.edu.

Video is restricted

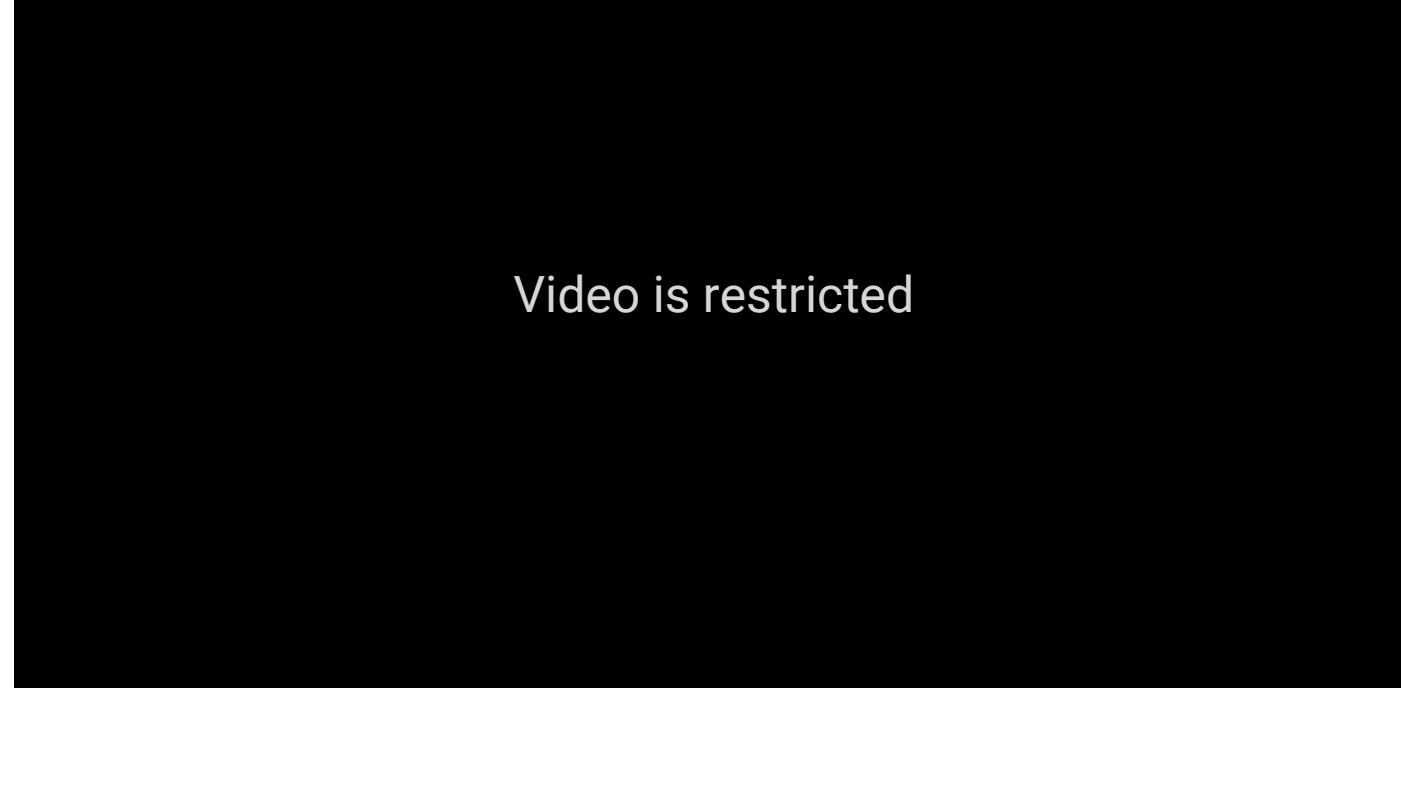
COMBO EXAMPLE: Shadow Call of the Earth



For more information about the study, please contact Dr. Michael J. Hwang at (319) 356-4550 or via email at mhwang@uiowa.edu.

LOCKOUT COMBO EXAMPLE: Heavy Ankle Slicer Heavy Kick (LOCKOUT) Heavy Ankle Slicer Linker Heavy Kick Heavy Ankle Slicer Linker Heavy Sammamish Ender Heavy Sammamish Sky Fall

Page 1

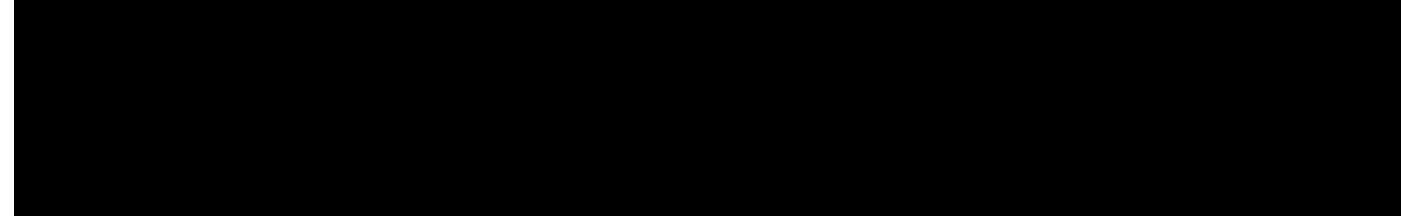


Description: Again, use the Ankle Slicer Linker to capitalize on damage during the Counter Breaker. Because you have more time, you are able to squeeze in an extra Medium Ankle Slicer.

INSTINCT CANCEL (1.1GBit/s)

— — — — —

Video is restricted





ORCHID INTRODUCTION

Orchid is one of the best characters in the game when it comes to mix-ups. When she activates Instinct she becomes even more deadly, able to make any attack safe while keeping her opponent locked down with continuous pressure and even more mix-ups. Besides having insane offensive pressure, Orchid is also one of the better defensive characters in the game, using ranged Heavy attacks to smack opponents attempting to approach her. Getting off the ground against Orchid is a nightmare while Instinct is active, leaving opponents feeling helpless.



INSTINCT MODE:



Orchid gains the use of a Firecat projectile while in Instinct Mode. By pressing , she summons a Firecat that runs across the screen toward the opponent. While Instinct is active, Orchid can summon a Firecat once every 45 frames until Instinct Mode expires.

QUICK REFERENCE

Name	Move
COMMAND NORMALS	
WHIPLASH	
DANGER ZONE	WHILE IN AIR, or
SPECIALS	
FLICK FLAK	
ICHI NI SAN	(UP TO 3 TIMES)
BLOCKADE RUNNER	
AIR BUSTER	
OPENERS	
FLICK FLAK	
ICHI NI SAN	UP TO 3 TIMES
BLOCKADE RUNNER	
SHADOW FLICK FLACK	x2
FIRECAT	x2

Name	Move	Description
LINKERS		
FLICK FLACK	/ or Hold /	No Special Characteristics
ICHI NI SAN	/ or Hold /	Double Linker
BLOCKADE RUNNER	/ or Hold /	Carry Linker
SHADOW FLICK FLACK	x2	No Special Characteristics
FIRECAT	x2	Shadow Carry Linker
ENDERS		
FLICK FLACK		Exchange Launcher Ender
ICHI NI SAN		Launcher Ender
BLOCKADE RUNNER		Carry Ender
AIR BUSTER		Damage Ender
SHADOW ICHI NI SAN	x2	Shadow Launcher Ender
UPPER FIRECAT	x2	Shadow Damage Ender
SHADOW ATTACKS		
SHADOW FLICK FLACK	x2	
FIRECAT	x2	
SHADOW ICHI NI SAN	x2	
UPPER FIRECAT	x2	
FINISHER		
ULTRA COMBO		



ORCHID NORMAL ATTACKS

STANDING NORMALS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Standing		Mid	4	5	2	10	4	1
2	Standing		Mid	10	9	3	19	-1	-3
3	Standing		Mid	15	16	2	24	-2	-6
4	Standing		Mid	4	5	2	12	5	2
5	Standing		Mid	10	8	4	18	3	0
6	Standing		Mid	15	12	5	22	0	-3



CLOSE STANDING NORMALS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Close Standing		Mid	10	8	2	18	3	1
2	Close Standing		Mid	15	11	3	20	1	-3
3	Close Standing		Mid	10	7	3	18	4	1
4	Close Standing		Mid	15	10	4	21	0	-2



CRUCHING NORMALS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Crouching		Mid	4	5	2	10	4	2
2	Crouching		Mid	10	8	2	20	1	-2
3	Crouching		Mid	15	9	4	23	-3	-6
4	Crouching		Low	4	5	2	10	5	2
5	Crouching		Low	10	8	5	17	4	1
6	Crouching		Low	9,9	11	2	24	KD(41)	-7 Sweep, hard knock down




ORCHID

COMMAND NORMAL ATTACKS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Whiplash 	Overhead	10,12	24	3	23	-3	-7	
2	Danger Zone  or 	Mid	30	5	2	20	NA	NA	GROUND BOUNCE



Whiplash

 Command: 

Hit Level: Overhead

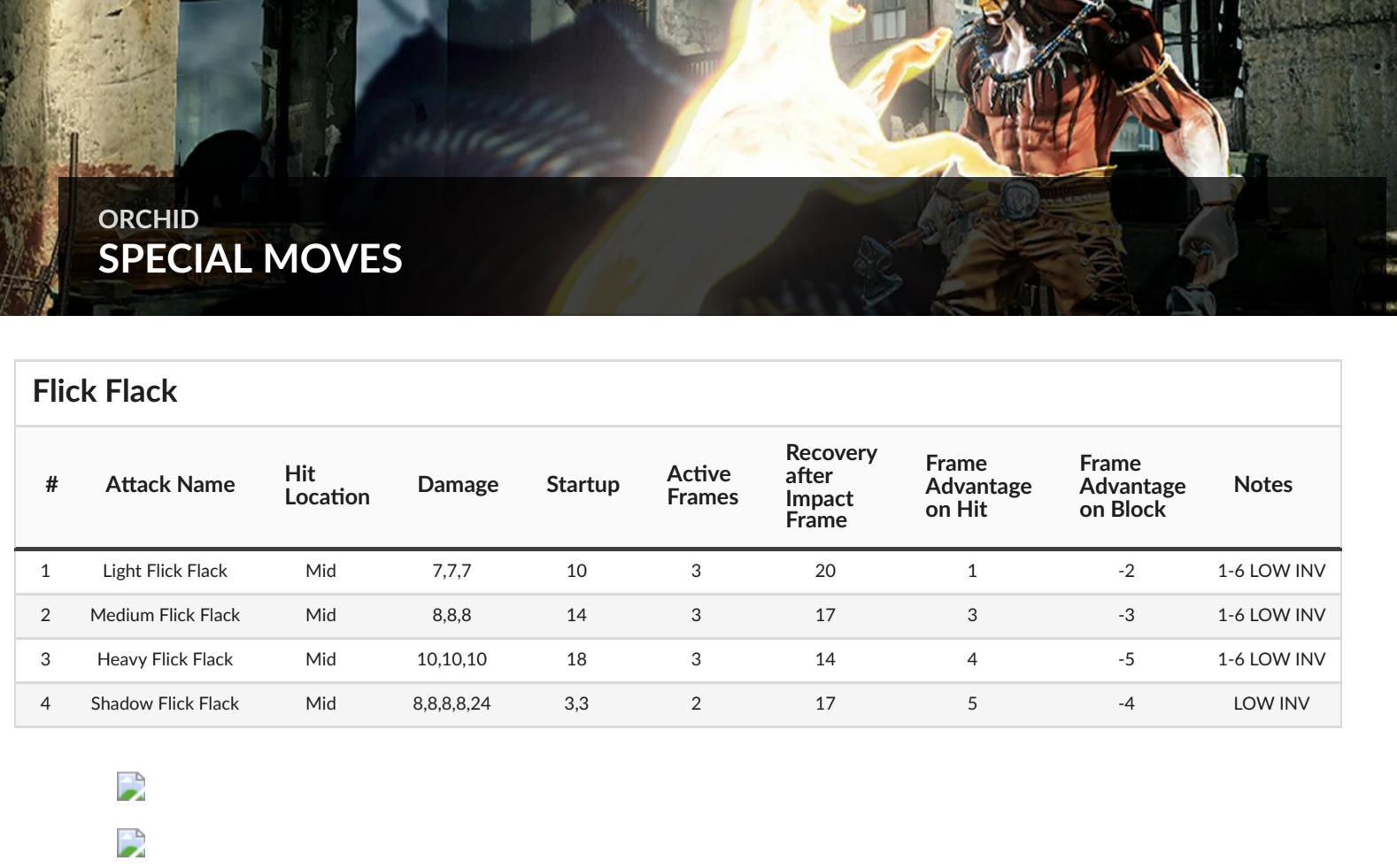
Description: An acrobatic double kick that hits overhead. This attack is combo punished when blocked.

Danger Zone

 Command: While In Air,  or 

Hit Level: Air Throw

Description: Air throw that causes a ground bounce, allowing for a juggle follow-up.



ORCHID SPECIAL MOVES

Flick Flack

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Flick Flack	Mid	7,7,7	10	3	20	1	-2	1-6 LOW INV
2	Medium Flick Flack	Mid	8,8,8	14	3	17	3	-3	1-6 LOW INV
3	Heavy Flick Flack	Mid	10,10,10	18	3	14	4	-5	1-6 LOW INV
4	Shadow Flick Flack	Mid	8,8,8,24	3,3	2	17	5	-4	LOW INV



Commands

Opener:

Linker: / or Hold /

Ender:

Shadow Attack: x2

Hit Level: Mid

Description: A multi-hitting handstand kick. Light Flick Flack is safe when blocked, Medium Flick Flack is -3 and only punished by the fastest attacks in the game, Heavy Flick Flack is combo punished. All three strengths of this attack are invulnerable to low attacks on startup.

Linker

Flick Flack has no special characteristics as a Linker.

Ender

Exchange Launcher Ender that launches opponent behind Orchid's back, reversing positions and allowing for juggle or air follow-up. Can be jump canceled.

Shadow Attack

A multi-hitting handstand kick that has complete low invulnerability. This attack is only punished by the fastest attacks in the game.

Ich Ni San

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Ich Ni San Attack 1	Mid	10	8	3	25	3	-1	
	Light Ich Ni San Attack 2	High	10	7	3	38	-1	-5	
	Light Ich Ni San Attack 3	Low	10	20	3	20	3	-9	
2	Medium Ich Ni San Attack 1	Mid	12	10	3	25	2	-2	
	Medium Ich Ni San Attack 2	High	12	8	3	37	-2	-6	
	Medium Ich Ni San Attack 3	Overhead	6,6	20	2	25	4	-10	
3	Heavy Ich Ni San Attack 1	Mid	14	12	4	25	1	-3	
	Heavy Ich Ni San Attack 2	High	14	10	3	35	-3	-7	
	Heavy Ich Ni San Attack 3	Mid	14	12	4	28	5	-9	
4	Heavy Ich Ni San Hold and Release Lvl 1	Mid	16	12	4	29	5	-6	
	Heavy Ich Ni San Hold and Release Lvl 2	Mid	18	12	4	29	5	-3	
	Heavy Ich Ni San Hold and Release Lvl 3	Mid	20	12	4	29	5	5	
	Heavy Ich Ni San Hold and Release Lvl 4	Mid	22	12	4	29	5	NA	UNBLOCKABLE
4	Shadow Ich Ni San	Mid	8,8,8,24	1,3	2	13	NA	-1	LAUNCH



Commands

Opener: (UP TO 3 TIMES)

Linker: / or Hold /

Ender:

Shadow Attack: x2

Hit Level: Low/Overhead/Mid/Unblockable

Description: A series of quick and brutal strikes. You can alternate between attack strength to vary strikes—the third attack of Light Ich Ni San hits low, Medium hits overhead, Heavy hits mid but can be charged to become unblockable. The first attack of Light or Medium Ich Ni San is safe when blocked; the first attack of Heavy Ich Ni San is only punished by the fastest attacks in the game. The second and third hits of any strength of Ich Ni San are combo punished when blocked. Level 1 and 2 charge of the Ich Ni San are combo punished when blocked, level 3 charge is +5 advantage when blocked, and level 4 charge is unblockable.

Linker

Ich Ni San can be done twice in a row when used as a Linker. You can also alternate between each attack strength to make Ich Ni San harder for your opponent to Combo Break.

Ender

Launcher Ender that allows for juggle or air follow-up. Can be jump canceled.

Shadow Attack

A quick series of strikes, ending with a powerful attack that launches the opponent. This attack is safe when blocked.

Blockade Runner

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Blockade Runner	Low	10	10	7	20	1	-5	
2	Medium Blockade Runner	Low	12	12	14	20	3	-7	
3	Heavy Blockade Runner	Low	15	14	25	20	5	-10	

Commands

Opener:

Linker: / or Hold /

Ender:

Hit Level: Low

Description: A fast, low-hitting slide kick. This attack is combo punished when blocked.

Linker

Carry Linker that pushes the opponent back.

Ender

Carry Ender that pushes the opponent away, and can also trigger a wall splat.

Air Buster

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Air Buster	Mid	16	3	10	36	NA	-28	1-3 INV
2	Medium Air Buster	Mid	19	3	10	44	NA	-32	1-3 INV
3	Heavy Air Buster	Mid	22	3	10	63	NA	-40	1-4 INV

Commands

Opener: x2

Linker: x2

Ender: x2

Hit Level: Mid

Description: A powerful anti-air knee strike. This attack is combo punished when blocked.

Ender

Damage Ender. This Ender focuses on flat damage but does not allow for a follow-up.

Firecat

Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
Firecat	Mid	6,6,6,18	1,6	10	22	5	-6	PROJ INV

Commands

Opener: x2

Linker: x2

Ender: x2

Hit Level: Mid

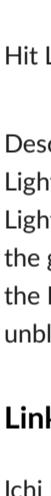
Description: Orchid transforms into a Firecat and charges forward, hitting multiple times. Firecat has projectile invulnerability. This attack is combo punished when blocked.

Linker

Carry Linker that pushes the opponent back.

Upper Firecat

Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
Upper Firecat	Mid	10,10,10,10,30	3,0	10	44	NA	-33	1-52 INV



Commands

Opener: x2

Linker: x2

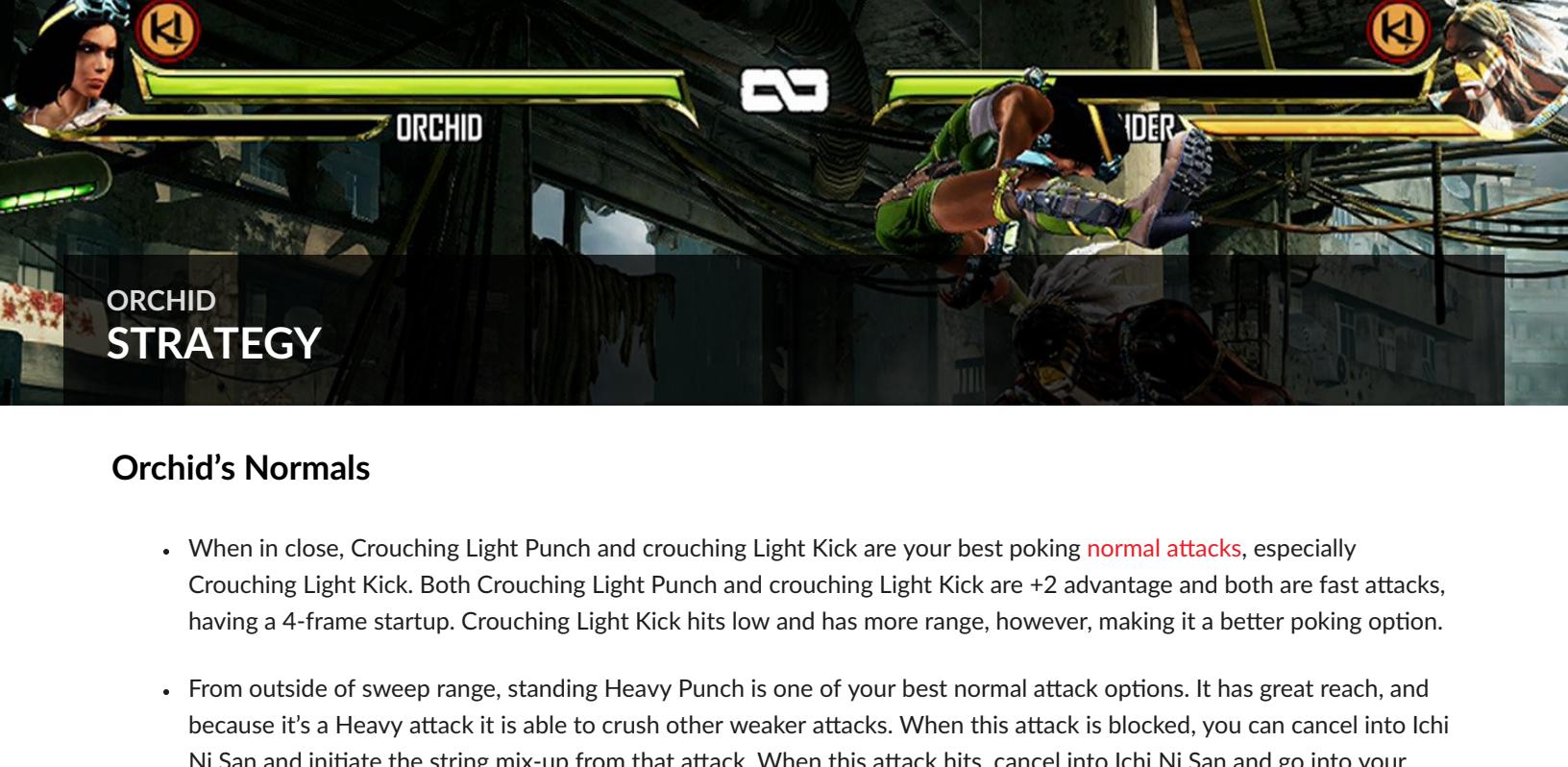
Ender: x2

Hit Level: Mid

Description: Orchid transforms into a Firecat and leaps upward, hitting multiple times. Upper Firecat is invulnerable for the first 52 frames. This attack is combo punished when blocked.

Ender

Shadow Damage Ender. This Ender focuses on flat damage but does not allow for a follow-up.



Orchid's Normals

- When in close, Crouching Light Punch and crouching Light Kick are your best poking **normal attacks**, especially Crouching Light Kick. Both Crouching Light Punch and crouching Light Kick are +2 advantage and both are fast attacks, having a 4-frame startup. Crouching Light Kick hits low and has more range, however, making it a better poking option.
- From outside of sweep range, standing Heavy Punch is one of your best normal attack options. It has great reach, and because it's a Heavy attack it is able to crush other weaker attacks. When this attack is blocked, you can cancel into Ichi Ni San and initiate the string mix-up from that attack. When this attack hits, cancel into Ichi Ni San and go into your combo.

Using Danger Zone



Danger Zone is an air throw that is mainly used to finish off juggle **combos**. Usually you need to have your Ender built up to at least a level 3 Ender in order to land this air throw. After you land a successful Danger Zone air throw, you can follow up with one or more additional attacks, depending on what the KV Meter looks like.

Using Whiplash

Whiplash is best used on wake up as a way to whiff your opponent's attacks as well as any attempt to jump away or back dash. Even though this attack is unsafe, you can cancel this attack into a Special attack to avoid being punished. Your best option is to cancel this attack into **Orchid's** Ichi Ni San.

Using Flick Flack

The Heavy version of this attack is combo punished on block, making Light and Medium Flick Flack the only versions of the attack that should be used outside of a combo. This is very risky, however, when your opponent has Shadow Meter, as Flick Flack is an easy Shadow Counter when it gets blocked. If your opponent has no Shadow Meter, canceling into a Light or Medium Flick Flack is a great way to safely build Shadow Meter.

Using Ichi Ni San



This is **Orchid's** best attack and is her main pressure tool. **Orchid** can start her Ichi Ni San string with any strength of Punch and continue through its follow-ups with a different Punch strength.

- Orchid** can flow through the first and second hits of the string, and then finish with a 50/50 hit level mix-up. Finishing this 3-hits string with your Light option ends in a low attack, and finishing with the Medium option ends in an overhead. After either the low or overhead option hit, **Orchid** can go right into an Auto Double and continue her combo. Both the low and overhead follow-ups are slightly delayable, which comes in handy for throwing off an opponent's timing should he or she try to fuzzy guard Shadow Counter.
- Finishing this string with Heavy Punch allows you to charge the punch through 4 levels. Levels 1 and 2 are both combo punished, level 3 is +5 advantage on block, and level 4 is unblockable. This is a VERY fast charge, allowing you to quickly charge to level 3 for the +5 advantage or release the charge slightly early, should your opponent attempt to interrupt you as you are charging the attack. If your opponent respects your option to release the attack pre-level 3 charge, you are then able to charge the attack to its level 4 unblockable state. This attack reaches its unblockable state quickly, which puts pressure on your opponent to make a quick decision as you are charging the attack. Should your opponent attempt to interrupt you out of the charge, you can just release the attack at its level 3 state, punishing that interrupt attempt.
- Ichi Ni San builds a tremendous amount of meter each time it gets blocked. For example, you can build three-quarters of one bar of Shadow Meter by canceling into a Heavy Ichi Ni San string from a Heavy normal.
- You can cancel out of the first and second hit of Ichi Ni San when blocked with any Shadow attack, but you cannot cancel out of the third hit when blocked.

Ichi Ni San Resets after a Wall Splat

When you have your opponent in a corner, ending your **combos** with a wall splat Ender sets up an opportunity to use Ichi Ni San. After the wall splat, your opponent must block your Ichi Ni San, allowing you to go into a 50/50 mix-up with your Light Ichi Ni San low and Medium Ichi Ni San overhead options, or go into a mix-up with a charged Heavy Ichi Ni San.

Ichi Ni San as a Linker



Ichi Ni San possesses a unique ability when used inside of **combos**. As a Linker, Ichi Ni San can be done back-to-back in a combo. In Killer Instinct, no other character can combo one Linker into another except for **Orchid** when she uses her Ichi Ni San. You can also vary the strength of the Ichi Ni San from one Linker to the next. For example, you can use Light Ichi Ni San for your first Linker, then follow up with a Medium or Heavy Ichi Ni San as the next Linker, then use two Light Ichi Ni San Linkers, etc. There is no order in which you have to link the strength of these attacks as a Linker. You can go from Heavy to Medium, Medium to Light, two Heavys, Medium to Heavy or Light, etc. This makes it extremely difficult to Combo Break **Orchid** out of her Linkers when she uses Ichi Ni San, making it an ideal way of hunting a lockout.

Using Blockade Runner

Blockade Runner is low Opener that can range anywhere from a close-range attack to long-ranged attacks, depending on what strength of the attack is used. This move is extremely unsafe, so it's definitely not something to be abused. There isn't much need for this attack in close because your crouching Light Kick is also a low attack that can be used to start a combo, and its advantage when blocked, making it a far better choice for hunting a low Opener when in close. From mid to far range is where this attack can become useful, but not as a surprise but as a whiff punisher instead. Both the Medium and Heavy versions of this attack travel pretty far and fast, allowing you to quickly whiff punish your opponent's missed attacks.

Using Air Buster and Upper Firecat



Both of these attacks have similar uses. Both have invulnerable frames—Air Buster has up to 4 if you use the Heavy version and Upper Firecat has 52. Both are good for getting you out of a jam as well as anti-air jumping opponents but with a lot more frames of invulnerability, Upper Firecat is a more damaging way to ensure you will beat out whatever it is you think is coming. Both of these attacks can also be used to follow up on juggle **combos**. Once again, while both attacks can finish off a juggle, Upper Firecat is again the more damaging option. In the end, both of these attacks can occupy a similar place in your arsenal.

Using Firecat

Firecat has projectile invulnerability, allowing you to easily pass through any projectile attack and combo punish your opponent. **Orchid's** Firecat is one of the best anti-projectile attacks in the entire game, with the range and speed that makes it hard for your opponent to use any sort of projectile attack, even from far ranges. Anytime you see an opponent attempt a projectile attack from mid to close range, do not hesitate to punish that opponent with Firecat.

Anti-Air

Orchid can use Air Buster or Upper Firecat, and those attacks will anti-air anything jumping at you. Air Buster requires three directional inputs, however, as does Upper Firecat, and Upper Firecat also requires one bar of Shadow Meter. This is where your crouching Heavy Punch comes in. It's just as good as or better than Air Buster or Upper Firecat, and it's a single directional command attack that doesn't require any meter. Crouching Heavy Punch makes jumping at **Orchid** a next to impossible task for any opponent.

Instinct Mode

Video is restricted

Orchid becomes an offensive juggernaut once she enters Instinct Mode. Her activation calls a Firecat on screen and can continuously call another every 45 frames. She can call a Firecat anytime she isn't in a reaction (such as while in block stun or being hit by the opponent). Once she goes on the offensive with Instinct active, **Orchid** will lock her opponent down. Besides using Instinct for lock-down pressure, **Orchid** can also make any attack safe or advantage when blocked, as well as extend **combos** or juggles.



ORCHID

C-C-C-COMBO BREAKERS!

Combo Breaker Inputs			
Auto-Doubles	Light	Medium	Heavy
Punches			
Kicks			



PRIMA
GAMES



ORCHID COMBO FLOWCHART



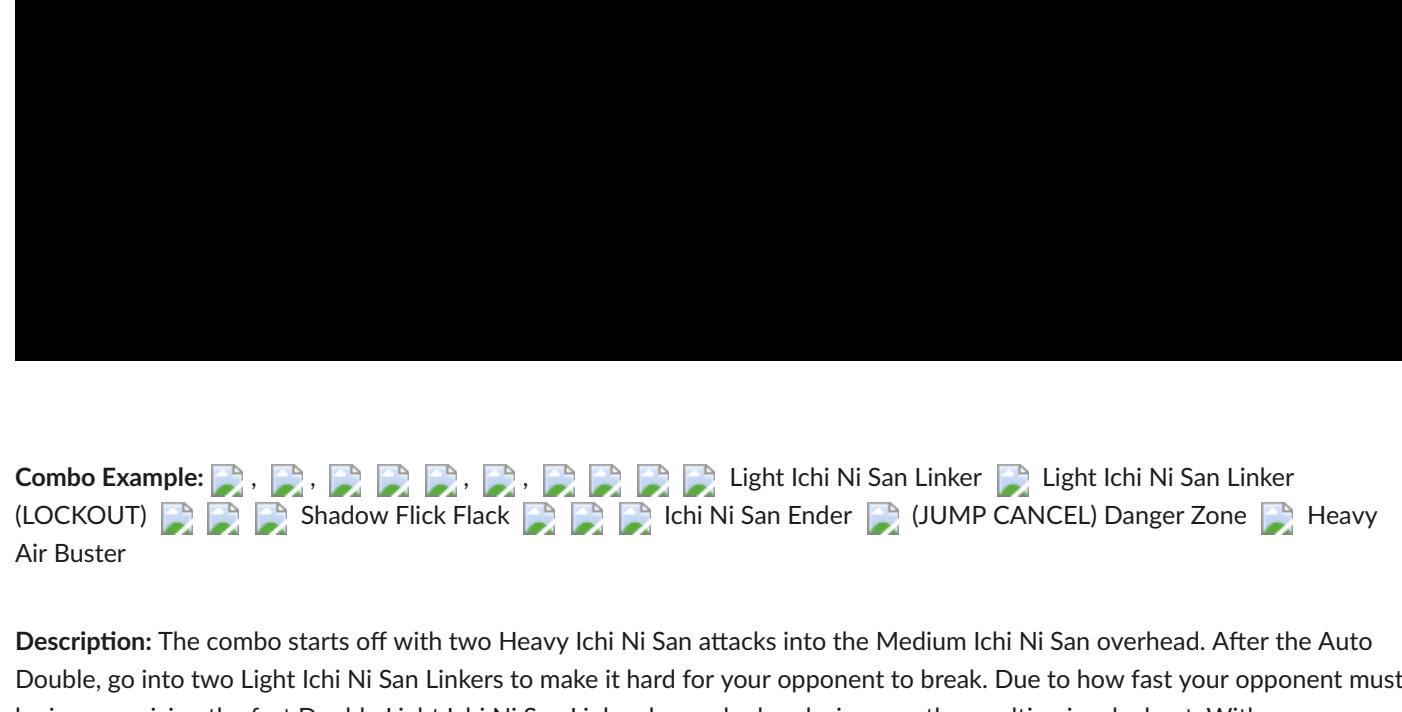


PRIMA
GAMES

Double Ichi



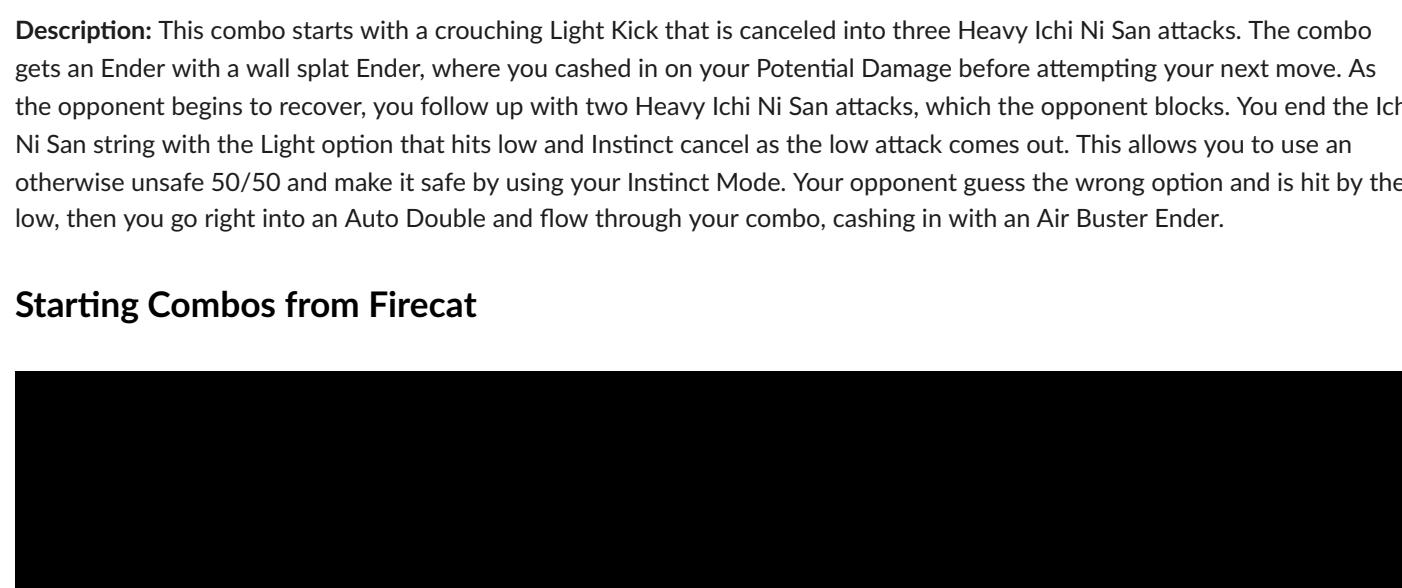
10.1002/anie.201907002



For more information about the study, please contact Dr. Michael J. Hwang at (310) 206-6500 or via email at mhwang@ucla.edu.

ANSWER The answer is (A). The first two digits of the number 1234567890 are 12.

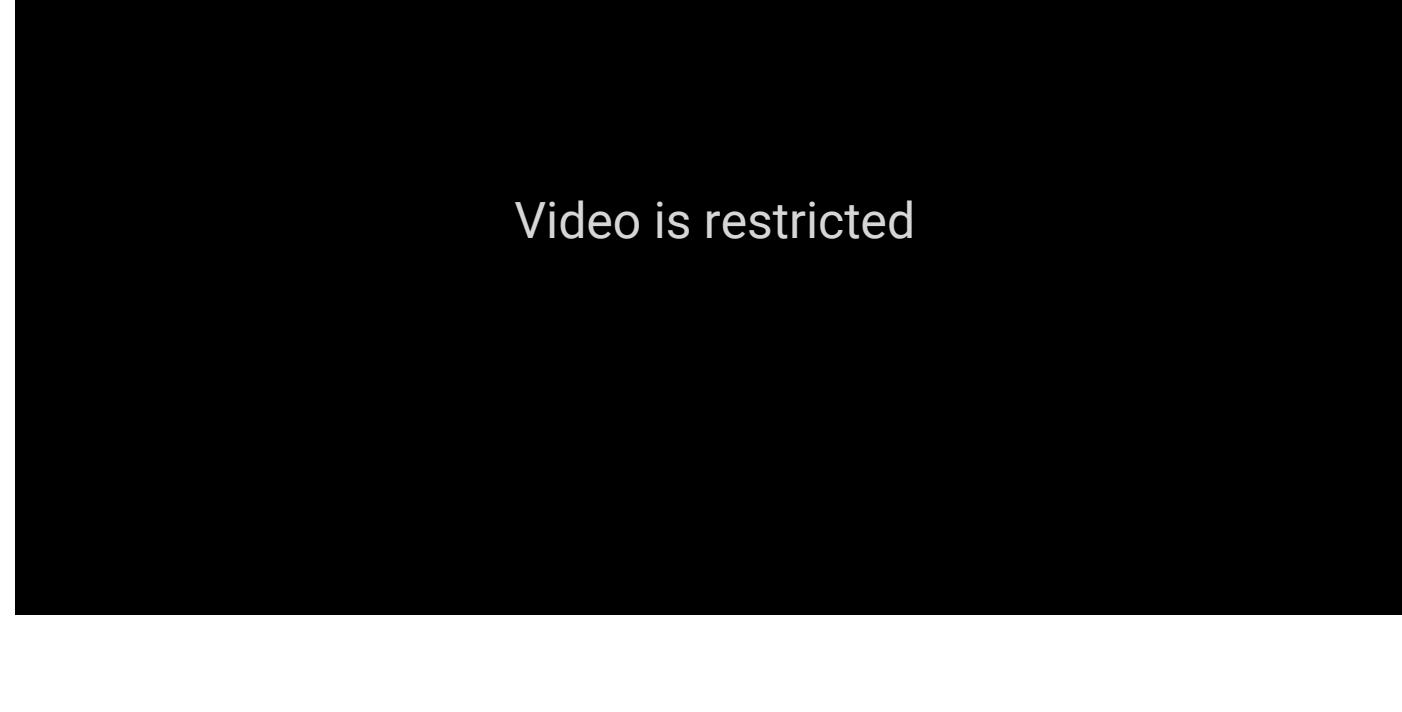
 Instinct Cancel  , Medium Ichi Ni San Linker  Medium Air Buster Ender



Combo Example: Firecat through projectile (COUNTER BREAKER)    Heavy Ichi Ni San Linker  Heavy Ichi Ni San Linker

Description: In this situation, you are trying to advance in on **Glacius** when he uses a very common tactic, Shadow Hail, to keep you out and/or gain the offensive. On reaction to his Shadow Hail you activate your Firecat Shadow attack, which has projectile invulnerability, going right through **Glacius**'s Hail. Your opponent immediately attempts a Combo Breaker, which was baited and punished with a Counter Breaker. After the Counter Breaker, **Orchid** gets a guaranteed Heavy Auto Double , followed by two Heavy Ichi Ni San Linkers, another Heavy Auto Double, and finally cashing in with the Air Buster Ender as the opponent's lockout ends.

1



Instinct cancel on hit 46 Shadow Flick Flack Shadow Flick Flack Ultra
Summon Firecat Ultra cancel on hit 74 Shadow Flick Flack Shadow Flick Flack
Ultra Shadow Ichi Ni San Upper Firecat

INTRODUCTION

additional resource—Skulls. These Skulls can be used to upgrade his special attacks, giving them additional properties and making them work better with one another. He also has the ability to stack Curses onto his opponent to steal that opponent's Instinct or Shadow Meter—or both! The better you know your opponents and how they use their characters, the better Spina gets at stopping them.



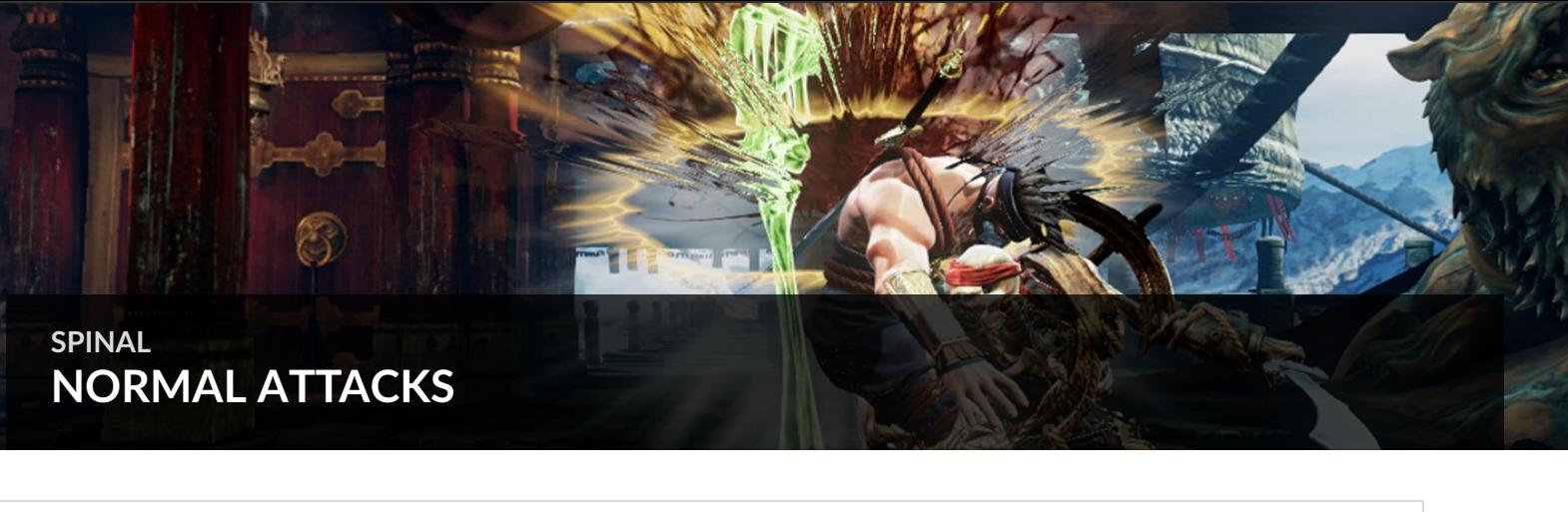
References

COMMAND NORMALS

POWER DEVOUR

SHIELD CRUSH		
BONERUNNER	(Hold)	
SPECIALS		
SEARING SKULL		
SEARING SKULL w/ SKULL		
BONESHAKER		
BONESHAKER w/ SKULL		
SOUL SWORD		
SOUL SWORD w/ SKULL		
SKELEPORT		
SKELEPORT w/ SKULL		
SHADOW ATTACKS		
SHADOW BONEHAKER	x2	
SHADOW SOUL SWORD	x2	
SHADOW SKELEPORT	x2 (Can be performed in the air)	
SHADOW SEARING SKULL	x2	
OPENERS		
SLIDE KICK		
BONEHAKER		
BONEHAKER w/ SKULL		
SOUL SWORD	/	
SHADOW BONEHAKER	x2	
SHADOW SOUL SWORD	x2	
Name	Move	Description
LINKERS		
BONEHAKER	/ or HOLD /	Carry Linker
SOUL SWORD	/ or HOLD /	Damage Linker
SKELEPORT	/ or HOLD	Exchange Linker

SKELEPORT	 / 	Exchange Linker
SHADOW BONESHAKER	 x2	Carry Linker
SHADOW SOUL SWORD	 x2	Damage Linker
ENDERS		
BONESHAKER		Carry Ender
SOUL SWORD		Launcher Ender
SKELEPORT		Damage Ender
SEARING SKULL		Resource Ender
SHADOW SKELEPORT	 x2	Damage Ender
SHADOW SEARING SKULL	 x2	Curse Ender
ULTRA COMBO		



SPINAL NORMAL ATTACKS

Standing Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block
1	Standing	Mid	4	5	2	9	4	1
2	Standing	Mid	10	8	3	17	2	-1
3	Standing	Mid	16	12	5	18	-2	-6
4	Standing	Mid	4	6	3	13	5	2
5	Standing	Mid	10	8	4	20	3	0
6	Standing	Mid	16	11	6	24	-1	-5



Close Standing Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block
1	Close Standing	Mid	4	5	2	9	4	1
2	Close Standing	Mid	10	7	3	12	3	1
3	Close Standing	Mid	16	8	3	19	-1	-4
4	Close Standing	Mid	4	6	3	13	5	2
5	Close Standing	Mid	10	7	4	14	2	-1
6	Close Standing	Mid	16	9	4	15	2	-2



Crouching Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Crouching	Mid	4	5	2	10	4	1	
2	Crouching	Mid	12	7	3	17	1	-3	
3	Crouching	Mid	16	10	4	19	-3	-6	Anti-air
4	Crouching	Low	4	5	2	11	3	0	
5	Crouching	Low	10	9	2	26	KD(41)	-8	Sweep, hard knock down
6	Crouching	Low	15	11	10	33	5	-15	Slide / Opener





SPINAL COMMAND NORMAL ATTACKS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Bone Runner ((Hold))	-	N/A	13	-	-	-	-	Command run
2	Shield Crush ()	Overhead	15	18	2	28	-3	-7	Long range overhead
3	Power Devour ()	Overhead	N/A	5	NA	-	-	-	Absorbs Specials, Gains Skulls



Bone Runner

Command: (Hold)

Description:

Spinal has the ability to extend his forward dash into a full-on run by holding the second forward directional input. Generally, his movement would be considered slow compared to the majority of the cast; however, Bone Runner changes that. **Spinal** can cancel the recovery of the run into normals or specials, but it is still risky. It is also worth mentioning that **Spinal** gains a Skull for each successful throw he lands, but his throw range is very limited. This makes using Bone Runner into throw an important part of his game.

Shield Crush

Command:

Hit Location: Overhead

Description:

Shield Crush is a deceptively long-range overhead attack. **Spinal** takes a step forward before performing the attack, so it is useful to hide this with his Bone Runner. It is unsafe on block, so you should cancel it into a Special Move like Light Boneshaker or a Soul Sword. This way if it connects you will go straight into a combo without leaving yourself vulnerable. Mix this up with crouching Heavy or Medium Kick.

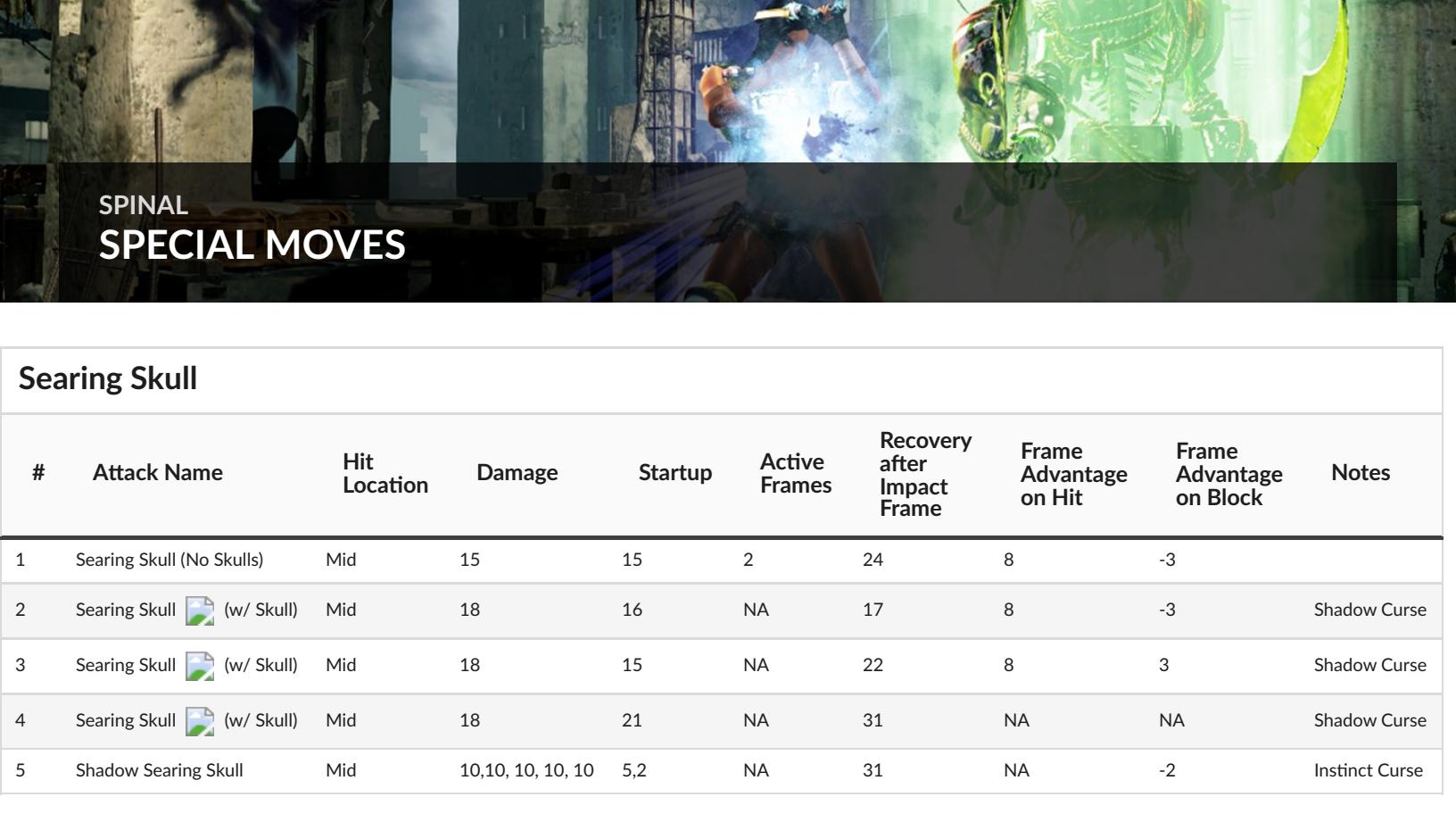
Power Devour

Command: (Hold)

Hit Location: All

Description:

Power Devour is a move in which **Spinal** uses his shield to absorb the opponent's **Special Moves** and Shadow Attacks. For each hit he absorbs he gains one Skull. He can extend the duration of Power Devour indefinitely by holding the Light Punch button. By extending its duration, **Spinal** can absorb a full Shadow Move, filling his stock of 5 Skulls. Note that this only absorbs Specials and Shadow Attacks, so **Spinal** is vulnerable to all normal or **command normal attacks**. This can be useful against opponents who favor invincible wakeup attacks like **Jago**'s Tiger Fury, **Orchid**'s Air Buster, or **Sabrewulf**'s Eclipse. Note that this is not instant, as it has a 5-frame startup. It also has a 14-frame recovery, so **Spinal** is punishable if he uses this move recklessly. If you do absorb an attack, you can usually punish with at least a standing Light Punch canceled into Soul Sword or Boneshaker to go into a full combo.



SPINAL SPECIAL MOVES

Searing Skull

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Searing Skull (No Skulls)	Mid	15	15	2	24	8	-3	
2	Searing Skull (w/ Skull)	Mid	18	16	NA	17	8	-3	Shadow Curse
3	Searing Skull (w/ Skull)	Mid	18	15	NA	22	8	3	Shadow Curse
4	Searing Skull (w/ Skull)	Mid	18	21	NA	31	NA	NA	Shadow Curse
5	Shadow Searing Skull	Mid	10,10,10,10,10	5,2	NA	31	NA	-2	Instinct Curse



Command:

With Skull:

Ender:

Shadow Searing Skull: x2

Hit Location: Mid

Description:

The regular version of Searing Skull is a very short-ranged spectral skull projectile. It is -3 on block, but it does have a little pushback, making it fairly safe. This pushback is enough to make your opponent whiff a Light Jab or Kick, so use this knowledge to bait and punish appropriately. With Skulls available, this becomes one of Spinal's most useful offensive tools.

Skull Version

The Searing Skull changes drastically when Spinal has a Skull available. Rather than being a short-ranged projectile, it becomes a full-screen projectile, with different hit locations for each punch button. Light Punch will send out a very slow, low-hitting projectile; Medium Punch will send a fast, mid-projectile; and Heavy Punch will send an overhead projectile that will come down on whatever position the opponent was at when the command was input. Each projectile costs one Skull.

If any of these three versions connect, it inflicts a Shadow Curse. The Shadow Curse slowly drains your opponent's Shadow Meter, giving it to Spinal. Your opponent's Shadow Meter will be surrounded by a red outline, and that opponent will have a blue skull circling his or her body. This effect can stack up to five times. If Spinal is hit, all Curses immediately wear off.

Shadow Version

The Shadow Searing Skull is a multi-hitting Searing Skull that causes Instinct Curse upon impact. This Curse slowly drains your opponent's Instinct Meter, giving it to Spinal. The Curse can stack up to three times. If Spinal is hit, all Curses immediately wear off. Your opponent's Instinct Meter will have a red outline around it, and that opponent will have an orange skull circling his or her body. Use this to deny your opponent from using his or her Instinct or to prolong your own Instinct!

Ender

Using Searing Skull as an Ender is Spinal's fastest way to generate Skulls. For any given combo, Spinal will receive the same number of Skulls as the Ender level of the combo—so, if you end the combo with a level 4 Ender, Spinal will receive 4 Skulls. If you end with a level 2 Ender, Spinal will receive 2 Skulls, etc. Alternatively, you can also end with a Shadow Searing Skull to cause Instinct Curse, but this will not generate any Skulls for Spinal.

Boneshaker

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Boneshaker	Mid	10	8	9	22	4	-2	
2	Medium Boneshaker	Mid	12	9	9	22	3	-3	
3	Heavy Boneshaker	Mid	15	10	8	22	1	-5	
4	Heavy Boneshaker w/ Skull	Mid	15	10	8	22	4	-2	Projectile Invulnerable
5	Shadow Boneshaker	Mid	6,6,6,18	3,3	10	28	5	2	Throw Invulnerable



Command:

With Skull:

Opener:

Linker: / or HOLD /

Ender:

Shadow Boneshaker: x2

Hit Location: Mid

Description: This dashing shield charge is a great Opener for Spinal. The distance he leaps forward depends on the strength of the kick button used. There are a lot of active frames in all versions, making it very useful to use from farther away. The light version is safe, while the heavy version is not, so keep this in mind.

Skull Version

With a Skull available, only the Heavy Kick version of Boneshaker is affected. This version becomes projectile invulnerable and costs one Skull. Always trying to keep one Skull available will help against Jago and Glacius.

Shadow Version

Shadow Boneshaker is a multi-hitting variation of the original. The key difference and best use for it is that it is throw invulnerable.

Linker

As a Linker, Boneshaker is considered a Carry Linker. Use it to move your opponent closer or farther from the corner, depending on your opponent.

Ender

When used as an Ender, Boneshaker is a Carry Ender. This means you can use it to either wall splat the opponent in the corner or push that opponent farther across the stage.

Soul Sword

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Soul Sword	Mid	12	8	3	31	3	-2	1-3 Upper Body Invulnerable
2	Medium Soul Sword	Mid	16	9	3	31	4	-1	1-5 Upper Body Invulnerable
3	Heavy Soul Sword	Mid	20	10	3	31	KD	0	1-8 Upper Body Invulnerable
4	Heavy Soul Sword w/ Skull	Mid	12,12	10	3	20	KD	3	1-8 Upper Body Invulnerable
5	Shadow Soul Sword	Mid	8,8,8,24	3,2	3	19	6	2	Upper Body Invulnerable

Commands:

General:

With Skull:

Opener:

Linker: / or HOLD /

Ender:

Shadow Soul Sword: x2

Hit Location: Mid

Description: Soul Sword is a wide, arcing-upward sword swing. It is Spinal's primary anti-air attack, and it has some upper-body invulnerability on startup. The light version has the least amount of range while the heavy version has the most range. Though similar to Jago's Laser Sword, Soul Sword is not advantage on block. Regardless of this, it is still one of Spinal's best Openers.

Skull Version

With a Skull available, the Heavy Punch version of Soul Sword becomes two hits instead of one. The cost of this attack is one Skull. It also has the same upper-body invulnerability on startup as the regular version.

Shadow Version

Shadow Soul Sword is a multi-hitting variation of the original. The key difference and best use for it is that it is throw invulnerable.

Linker

As a Linker, Soul Sword is considered a Carry Linker. Use it to move your opponent closer or farther from the corner, depending on your opponent.

Ender

When used as an Ender, Soul Sword is a Carry Ender. This means you can use it to either wall splat the opponent in the corner or push that opponent farther across the stage.

Skeleport

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Skeleport	NA	N/A	1	0	0	NA	NA	Set distance in front of opponent
2	Medium Skeleport	NA	N/A	1	0	0	NA	NA	Immediately in front of opponent
3	Heavy Skeleport	NA	N/A	1	0	0	NA	NA	Immediately behind opponent
4	Heavy Skeleport w/ Skull	NA	N/A	1	0	0	NA	NA	Can cancel recovery with Special
5	Shadow Skeleport	Mid	10,10,10,30	3,13	5	35	NA	-20	Invulnerable. Can be performed in air.

Commands:

General:

With Skull:

Opener:

Linker: / or HOLD /

Ender:

Shadow Skeleport: x2 (can be performed in air)

Hit Location: Mid

Description: Skeleport is a teleport that places Spinal in a location dependent upon his opponent and the attack strength used. With Light Kick, Spinal will always appear in front of his opponent with some space between them; with Medium Kick, Spinal will always appear immediately in front of the opponent; and with Heavy kick, Spinal will always appear immediately behind his opponent. Spinal is melee and attack invulnerable on the way down, though he can be thrown. On the way up out of the ground, he is vulnerable the entire time.

Since the light version always puts Spinal a set distance away from the opponent, you can use this to easily set up your offense (The only exception to this is when the Light Skeleport is used while you are trapped in the corner by your opponent.) Shield Crush, standing Heavy Kick, standing Heavy Kick, and Slide Kick all connect from this range. Use the medium and heavy versions in combination with Spinal's overhead Searing Skull to mix up your opponent's defense.

Skull Version

The Skull version of the Skeleport only affects his Heavy Kick version. It still teleports Spinal immediately behind his opponent; however, it gives you the option of Special or Shadow canceling the recovery of the Skeleport. Cancelling the recovery costs one Skull. This means that you can still use the Heavy Kick version of the Skeleport without costing yourself a Skull. Only if you decide to cancel it into a Special Attack will it cost you a Skull. With Instinct Mode regenerating Skulls quickly, Heavy Skeleport canceled into another Skeleport can be used to confuse your opponent's defense.

Shadow Version

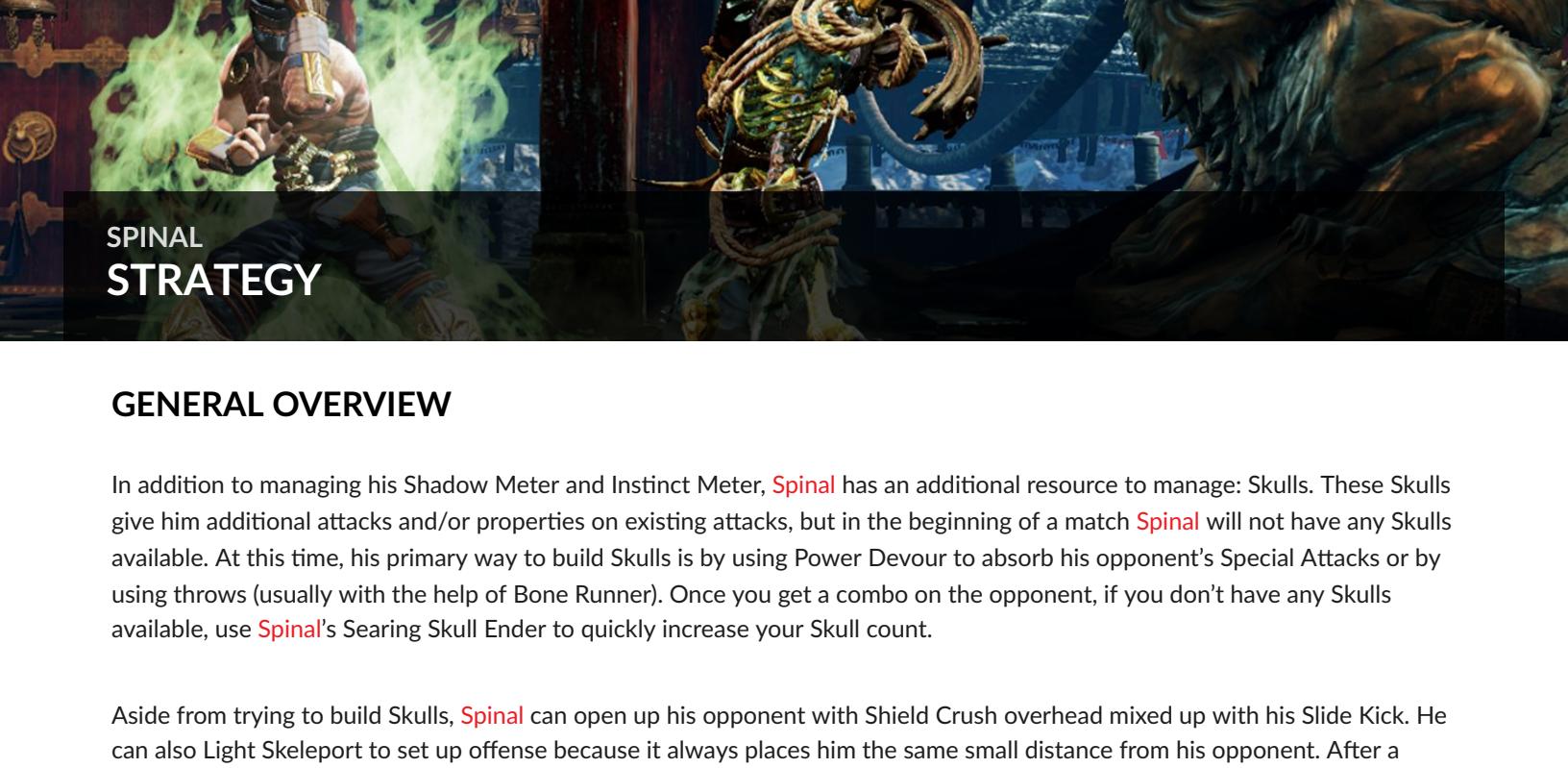
Shadow Skeleport is a multi-hitting teleport attack from behind the opponent. Unlike the regular ground version, the air version is completely invincible on the way down. This move it can be used in the air. Just like the regular ground version, the air version is especially useful against anti-air attempts where the opponent stays grounded. You can follow this up with a small combo with Medium Punch, Medium Soul Sword, or a Shadow Move.

Linker

Skeleport is Spinal's Exchange Linker. Each time you use it, Spinal will teleport and attack from the other side of the opponent. This is useful for getting your opponent back into the corner.

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes

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SPINAL STRATEGY

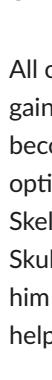
GENERAL OVERVIEW

In addition to managing his Shadow Meter and Instinct Meter, **Spinal** has an additional resource to manage: Skulls. These Skulls give him additional attacks and/or properties on existing attacks, but in the beginning of a match **Spinal** will not have any Skulls available. At this time, his primary way to build Skulls is by using Power Devour to absorb his opponent's Special Attacks or by using throws (usually with the help of Bone Runner). Once you get a combo on the opponent, if you don't have any Skulls available, use **Spinal**'s Searing Skull Ender to quickly increase your Skull count.

Aside from trying to build Skulls, **Spinal** can open up his opponent with Shield Crush overhead mixed up with his Slide Kick. He can also Light Skeleport to set up offense because it always places him the same small distance from his opponent. After a Light Skeleport, you can use Heavy attacks canceled into Searing Skull, Boneshaker, or Soul Sword to pressure your opponent. Look to use his crouching Heavy Punch as an anti-air into combo. For extra mobility, use **Spinal**'s Dive Kick or Slide Kick to get around, especially against projectiles.

Once **Spinal** has at least one Skull, he is able to whiff punish full-screen by using Heavy Skeleport canceled into Soul Sword or Boneshaker. Alternatively he can send out an overhead Searing Skull projectile, then use a Skeleport to mix up the opponent's blocking direction, or use Bone Runner into an overhead/low mix up. The more Skulls you have, the more projectiles and teleports you can use to lock your opponent down and confuse his or her defense.

Finally, using **Spinal**'s Curses will be key to shutting down certain characters. With Curses, **Spinal** has the ability to steal Shadow Meter and/or Instinct Meter. This can ultimately prevent an opposing character from ever getting to use his or her Instinct in a match! Or if you are using Shadow Curses, the opponent may not be able to use Shadow Attacks, which could also dramatically change a battle.



NOTABLE NORMALS

One of **Spinal**'s best **normal attacks** yet to be mentioned is his Slide Kick, performed by crouching Heavy Kick. This slide goes under projectiles and is an Opener to start **combos**. His close standing Medium Punch is a shield hit that gives +1 advantage on block, making standing Light Punch afterward a frame trap. Standing Light Punch is also advantage on block! **Spinal**'s crouching Heavy Punch can be used as an anti-air and lead to additional **combos**. With Skulls available, this anti-air attack will end up taking the opponent's meter!

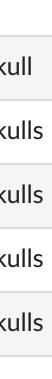


Spinal's standing Heavy Kick and standing Heavy Punch are also very useful tools for applying pressure. The standing Heavy Kick starts up a frame faster and has an extra active frame as well. The main advantage of standing Heavy Punch, though, is that it has slightly more range and a longer hitbox. This leaves **Spinal** safer, as his hurtbox will be farther away from the opponent, but you will need to use Medium Boneshaker after to reliably connect with a combo from max range.

Note that **Spinal** does not have a cross up jumping attack. He does have a Dive Kick, however, which can be performed by Medium Kick while in the air. For air-to-air attacks, you will want to use jumping Medium or Heavy Punch.

BUILDING SKULLS

Whether or not **Spinal** has Skulls available changes the way he is played. Without Skulls available, **Spinal** should be looking to gain Skulls whenever possible. This can be done by landing throws, ending **combos** with Searing Skull Ender, using **Spinal**'s Power Devour to absorb **Special Moves**, or by activating Instinct. To land throws, use Bone Runner into throw to close distance and get close enough, as **Spinal**'s throw range isn't very far. Power Devour is a fantastic way to build Skulls because you can also start a combo with standing Light Punch (or heavier, depending on what you absorb) to punish the opponent up close. For example, if you Power Devour **Jago**'s Wind Kick, you can hit standing Light Punch and cancel into Boneshaker to start a combo. You can even end that combo with Searing Skull Ender if you want to gain Skulls quickly. If you feel you are behind in the match, you can activate Instinct to replenish your Skulls as well.

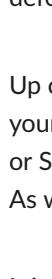


SKULL ABILITIES

All of the heavy versions of **Spinal**'s Special Attacks gain additional properties when he has Skulls available. With Skulls, **Spinal** gains a great projectile game from his Searing Skulls. Mix this in with his Skeleports and all of a sudden, those projectiles become a lot more useful in addition to inflicting Shadow Curses on hit. His teleport game is also stronger as he gains the option to cancel the recovery of Heavy Skeleport into a Special Attack. Without Skulls, **Spinal** would only be able to cancel his Skeleports with a Shadow Attack. This is fantastic to punish long-range attacks on reaction. The Heavy Skeleport only uses a Skull if it is canceled into another Special Attack. For defense, **Spinal**'s Heavy Boneshaker gains projectile invulnerability, giving him an additional counter for projectiles. Soul Sword is probably the least likely to be used with Skulls, but its larger hitbox helps in juggling **combos** and the extra hit it does can be useful for damage.

UNDERSTANDING INVULNERABILITIES

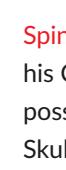
Spinal's Skeleport on wakeup is one of his most useful ways to get out of meaty pressure. The regular Skeleport is invulnerable to everything except throws, naturally making throws the best meaty pressure to beat Skeleport. Once an opponent starts throwing **Spinal** on wakeup, **Spinal** has two options—Shadow Boneshaker for throw invulnerability or Shadow Skeleport for total invulnerability. Both of these options require Shadow Meter, however. Against characters using overheads or jump in meaty attacks, use Soul Sword, as it has upper-body invulnerability on startup. **Spinal** also has projectile invulnerability with his Heavy Boneshaker with Skull. Though not usually an option you would use on wakeup, it is useful in certain situations.



- Shadow Skeleport = Invulnerable to everything
- Skeleport = Invulnerable to everything except throws
- Shadow Boneshaker = Throw invulnerable
- Soul Sword = Upper-body invulnerable
- Heavy Boneshaker with Skulls = Projectile invulnerable

USING DIVE KICK

Spinal's Dive Kick attack is his jumping Medium Kick. It attacks in a diagonal direction from the air. On hit, it grants massive frame advantage, allowing you to easily Auto-Double to start a combo, even though it isn't classified as an Opener. On block, it is easily punishable for full combo, unless it hits very low on the opponent (around most character's shins). Since **Spinal**'s back dash does not have much range, jumping back can be a better option to create space. While jumping back, look to use the Dive Kick to catch an advancing opponent off-guard to start a combo.



USING HARD KNOCKDOWNS WITH SKULLS

If **Spinal** has Skulls and gets a hard knockdown, his offensive options are very strong. Most of this offense begins by sending out either the low or overhead projectile. Since these travel slower, you have time to follow up with different options to break your opponent's defense of the projectile. After a throw, you can throw out a low projectile, and before it connects, you can choose to either use Medium Skeleport to appear in front of the opponent or Heavy Skeleport to appear behind the opponent. Since the opponent has to block the projectile depending on where **Spinal** is, this can be difficult to deal with. After knocking down with crouching Medium Kick, you can quickly send out a low projectile and follow it up with the overhead Shield Crush.

UNDERSTANDING CURSES

One of **Spinal**'s greatest strengths lies in his ability to Curse his opponents to steal their meter. Connecting with Skull versions of Searing Skull projectile will inflict a Shadow Curse, which makes **Spinal** steal Shadow Meter from his opponent. Connecting with the Shadow version of Searing Skull will inflict an Instinct Curse to steal Instinct Meter. Shadow Curses can stack up to 5 times while Instinct Curses can stack up to 3 times to increase the drain rate. Shadow Curses last 5 seconds while Instinct Curses last 8 seconds. Both durations can be extended by stacking the same type of Curse before the duration expires. With Instinct activated, the Curses drain even faster. If **Spinal** is hit by the opponent, all Curses are immediately lifted.

Depending on the character you are facing, you should favor certain Curses over others. Against **Thunder** or **Sabrewulf**, both of whom excel with Shadow Meter, your focus may be to hit them with Shadow Curse as much possible. When facing **Sadira** or **Jago**, both of whom excel with Instinct Meter, your focus may be to hit them with Instinct Curses.

It is important to note that Curses continue to steal meter between downs as well. So, after you take an opponent's first lifebar, it is a great idea to end your combo with Curses! This way the opponent cannot hit you to end the Curse for a few seconds, guaranteeing some stolen meter!

Shadow Curse	Drain Rate per Second without Instinct	Full 5 Seconds without Instinct	Drain Rate per Second with Instinct	Full 5 Seconds with Instinct
1 Skull	2.5%	12.5%	3.5%	17.5%
2 Skulls	5.5%	27.5%	7%	35%
3 Skulls	8.5%	42.5%	10.5%	52.5%
4 Skulls	11.5%	57.5%	14%	70%
5 Skulls	14.5%	72.5%	17.5%	87.5%

Instinct Curse	Drain Rate per Second without Instinct	Full 8 Seconds without Instinct	Drain Rate per Second with Instinct	Full 8 Seconds with Instinct
1 Skull	2%	16%	2.8%	22.4%
2 Skulls	4.8%	38.4%	6%	48%
3 Skulls	7.6%	60.8%	8.8%	70.4%

USING SKELEPORT

Spinal's Skeleports are useful for mobility and to confuse your opponent's defense. With Shadow Meter available, you can use the medium or heavy variations, then cancel into Shadow Soul Sword or Shadow Boneshaker to whiff punish from anywhere on the screen.

Light Skeleport always puts you a set distance in front of the opponent. From here you are at the perfect range to follow up with Shield Crush overhead, standing Heavy Kick, or standing Heavy Punch. You can even cancel these back into another Skeleport for more confusion.

If you have Skulls available, you have a couple of options. First, you can cancel your Heavy Skeleport into any Special Attack for one Skull, allowing you to whiff punish full-screen without requiring Shadow Meter. With multiple Skulls, canceling Heavy Skeleport into Heavy Skeleport multiple times can be hard for your opponent to deal with.

Another use for Skeleports with Skulls available is to use the Searing Skull projectiles. The opponent has to block the projectile based on **Spinal**'s location, so mixing up Heavy or Medium Skeleport as the projectile is about to hit makes it an ambiguous crossup. In case the opponent blocks correctly, you can also follow up with Shield Crush overhead or a quick low as well.

Skeleport's one major weakness is that it is vulnerable to throws, especially if you are using it on wakeup. To counter this, **Spinal** requires meter, as Shadow Boneshaker is throw invulnerable and Shadow Skeleport is invulnerable to everything.

USING SEARING SKULLS WITH SKULLS

With Skulls available, **Spinal**'s Searing Skulls should be used alongside Bone Runner and Skeleport to maximize effectiveness. The low projectile is the slowest of the three, allowing **Spinal** to follow up with the medium projectile at the same time. From full-screen distance, it is possible to have all three out at the same time. After the low projectile from full-screen, you can use Bone Runner to close distance and mix up the timing with **Spinal**'s Shield Crush overhead. Because **Spinal** can run faster than the projectile, you can even mix it up with a throw. Shield Crush into the low projectile is also a way to check your opponent's defense, as he or she will have to quickly switch between high and low blocking.

Up close, say after a Light Skeleport, you can use the overhead projectile and mix up the timing with Slide Kick to throw off your opponent's timing. Slide Kick is unsafe on block; however, you can cancel it into a Shadow Soul Sword or Shadow Boneshaker to keep frame advantage (assuming, of course, your opponent doesn't have meter to Shadow Counter). As with the other two projectiles, you can also use Skeleport to make the projectile harder to block.

It is not uncommon to see players use their projectile invulnerability specials once **Spinal**'s projectiles come up. You can attempt to counter this while using Bone Runner by canceling it into Power Devour. It is also important to note that up close, low projectile can combo into medium projectile to stack Curses!

SPECTRAL MANUALS

Spinal's unique combo mechanic is called Spectral Manuals. While manuals are generally found after Openers or Linkers, Spectral Manuals give **Spinal** the ability to also use manuals after Auto-Doubles. Any time after an Auto-Double in a combo, **Spinal** can hit the same strength button that was used for the Auto-Double to get a manual attack after. This is always the same strength manual as the Auto-Double before it. The manual is treated as any other manual in the game in that you need to go into a Linker, Shadow Linker, or Ender afterward to continue the combo. Visually, the Spectral Manuals for both punches and kick attacks are the same. Only the strength of the Auto-Double and the Spectral Manual will change its visual appearance.

Although you have less time to break manuals in **combos** than you do for Auto-Doubles, the fact that it is the same strength manual as the Auto-Double before it makes it easier to break than regular manuals.

USING INSTINCT

Spinal's Instinct replenishes all of his Skulls, generates an additional Skull every 2 seconds, and causes increased drain rates of his Curses. Since the Skulls are generating so quickly, you have to take advantage of this by using your Skulls as much as possible. Strategies like canceling Heavy Skeleport into Heavy Skeleport repeatedly become viable, as you will have so many Skulls. Additionally, if you can use this to quickly start a combo and then end it with two Shadow Searing Skulls, the stacked drain rate on the Instinct will actually prevent **Spinal**'s Instinct from decreasing! Also, while most characters will only get to use their Instinct a maximum of twice per match, **Spinal** actually has the potential to get Instinct more than twice per match, depending on how much Instinct he has stolen from the opponent!

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SPINAL C-C-C-COMBO BREAKERS!

Here are **Spinal's** six Auto-Doubles. Learn to tell them apart and break them accordingly!

Additionally, **Spinal's** unique combo mechanic is his Spectral Manuals. These manuals can only occur after Auto-Doubles and are always the same strength as the Auto-Double used. They are also the same Spectral Manuals regardless of punch or kick button used.

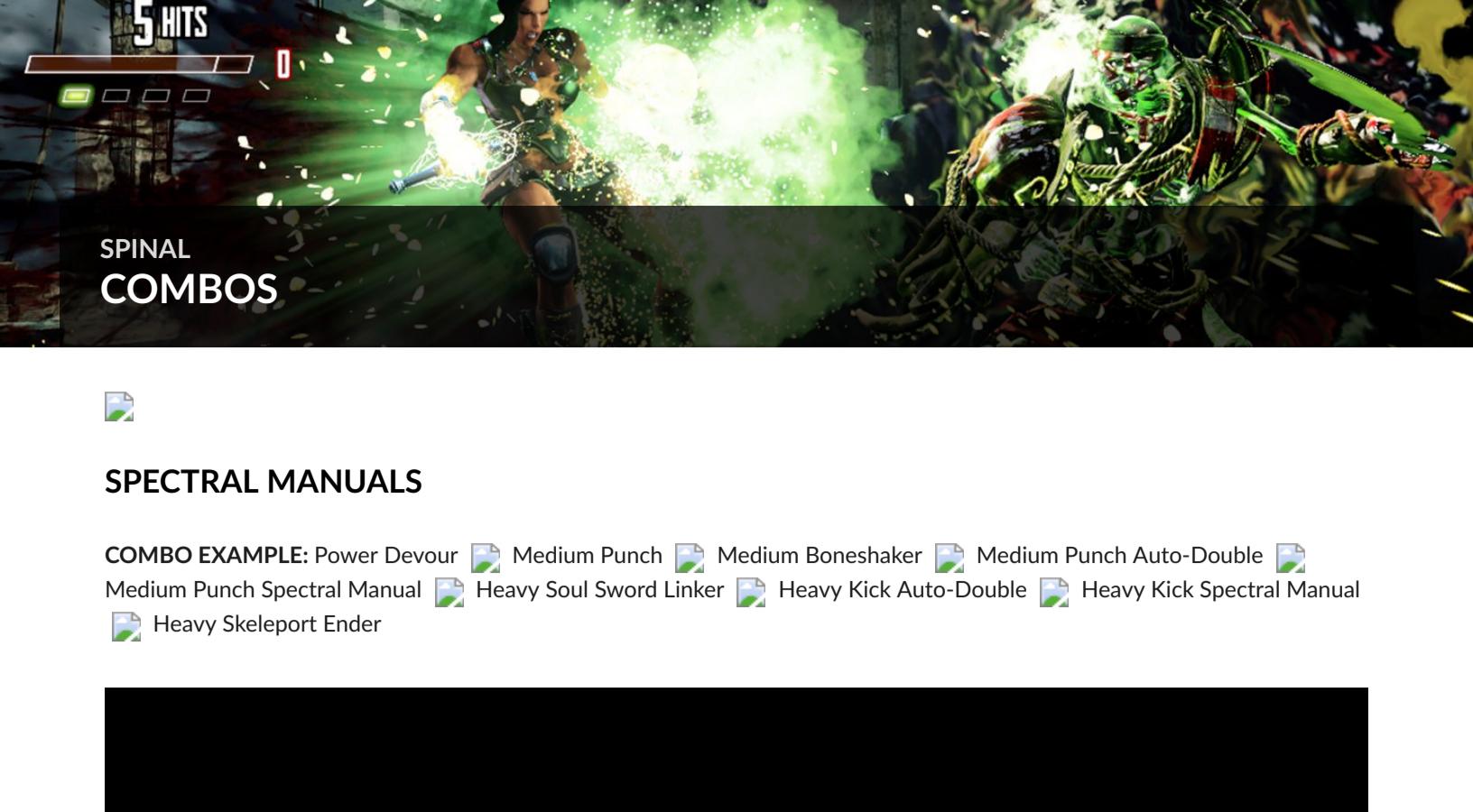
Combo Breaker Inputs			
Auto-Doubles	Light	Medium	Heavy
Punches			
Kicks			
Spectral Manuals			



SPINAL

COMBO FLOWCHART





SPINAL COMBOS



SPECTRAL MANUALS

COMBO EXAMPLE: Power Devour Medium Punch Medium Boneshaker Medium Punch Auto-Double
Medium Punch Spectral Manual Heavy Soul Sword Linker Heavy Kick Auto-Double Heavy Kick Spectral Manual
 Heavy Skeleport Ender

Video is restricted

Description: Here we absorb **Jago's** Wind Kick with Power Devour, then punish with Medium Punch canceled into Boneshaker. We use the Medium Boneshaker instead of Heavy Boneshaker to save our Skull. Heavy Boneshaker isn't especially more damaging than Medium Boneshaker, and Skulls are limited. Throughout the combo we use the Spectral Manuals to add damage and make the combo more difficult to break. We end with the Heavy Skeleport Ender to increase damage. If you have meter and/or Skulls and want to drain meter, you should use the Heavy Soul Sword Ender instead so you can combo into Searing Skulls afterward.

ANTI-AIR

COMBO EXAMPLE: Crouching Heavy Punch Heavy Soul Sword with Skull Shadow Searing Skull Shadow Searing Skull Searing Skull with Skull

Video is restricted

Description: Here we have a couple of **combos** showing off **Spinal's** versatility. Both start with crouching Heavy Punch into Heavy Soul Sword with Skull, but at this point the **combos** split. The first combo focuses on stealing meter from the opponent by spending two bars of Shadow Meter to steal two stacks of Instinct and one stack of Shadow Meter. The second combo instead goes for straight damage and only uses one bar of meter. You want to go for the second combo if you notice your opponent isn't spending a lot of meter or if you aren't concerned about them using their Instinct. These combo decisions are what allow **Spinal** to be played so differently from player to player.

SHADOW SKELEPORT COMBO

COMBO EXAMPLE: Shadow Skeleport Medium Soul Sword Shadow Searing Skull Bone Runner Heavy Kick
 Medium Searing Skull with Skull

Video is restricted

Description: Here we show **Spinal** using the complete invincibility of Shadow Skeleport to avoid **Sadira's** jumping Heavy Kick. We combo with Medium Soul Sword, as it is unbreakable. Then we use another meter to Shadow Searing Skull so we have an Instinct Curse applied. While the Shadow Searing Skull holds an opponent in place, we use Bone Runner to get closer, and cancel it into Heavy Kick into Medium Searing Skull to apply Shadow Curse as well! Now we are stealing both Instinct and Shadow Meter! The Heavy Kick can be combo broken, but you can substitute a Medium Punch instead or go for a Counter Breaker.

CORNER CURSE COMBO WITH SEARING SKULL ENDER

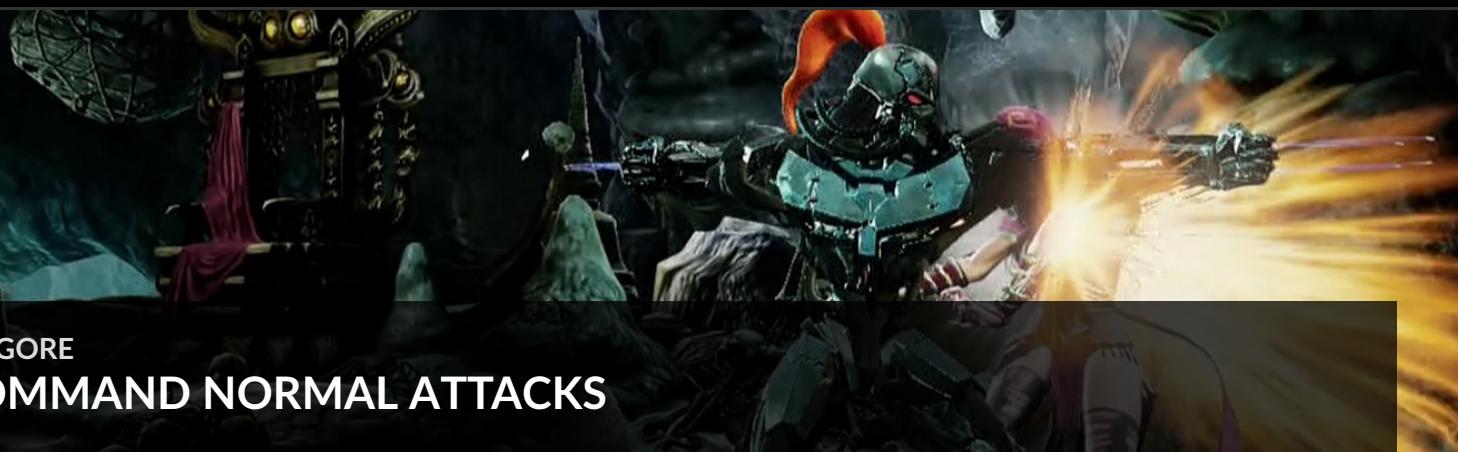
COMBO EXAMPLE: Light Skeleport Shield Crush Light Searing Skull with Skull Standing Medium Punch Manual
 Medium Boneshaker Linker Heavy Kick Auto-Double Heavy Boneshaker Linker Heavy Kick Auto-Double
 Heavy Searing Skull Ender Medium Soul Sword Shadow Searing Skull Shadow Searing Skull Medium Searing Skull with Skull

INSTINCT CANCEL at 42 hits

Heavy Kick Auto-Double Heavy Kick Spectral Manual Heavy Boneshaker Linker Heavy Punch Auto-Double
Heavy Punch Spectral Manual Heavy Boneshaker Linker Heavy Kick Auto-Double Heavy Kick Spectral Manual
 Heavy Boneshaker Linker Heavy Punch Auto-Double Heavy Punch Spectral Manual Heavy Boneshaker Linker
Shadow Boneshaker ULTRA 2 (76 hits) Shadow Searing Skull Shadow Searing Skull
Searing Skull Bone Runner ULTRA CANCEL

Video is restricted

Description: One interesting thing to note about **Spinal's** Ultra is that if you Instinct Cancel it before it ends, you will not have a full two stocks of meter. That is why we chose to start the combo off with a Searing Skull with Skull so we can pull meter from **Jago** during the combo and get two Shadows before the second Ultra.



FULGORE COMMAND NORMAL ATTACKS

Gravity Strike

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Gravity Strike ()	Overhead	15	19	2	23	-4	-8	Overhead opener
2	Axis Slash ()	Mid, Mid	10,12	8,22	2	18	5	3	Pressure opener



Command:

Hit Level: Overhead

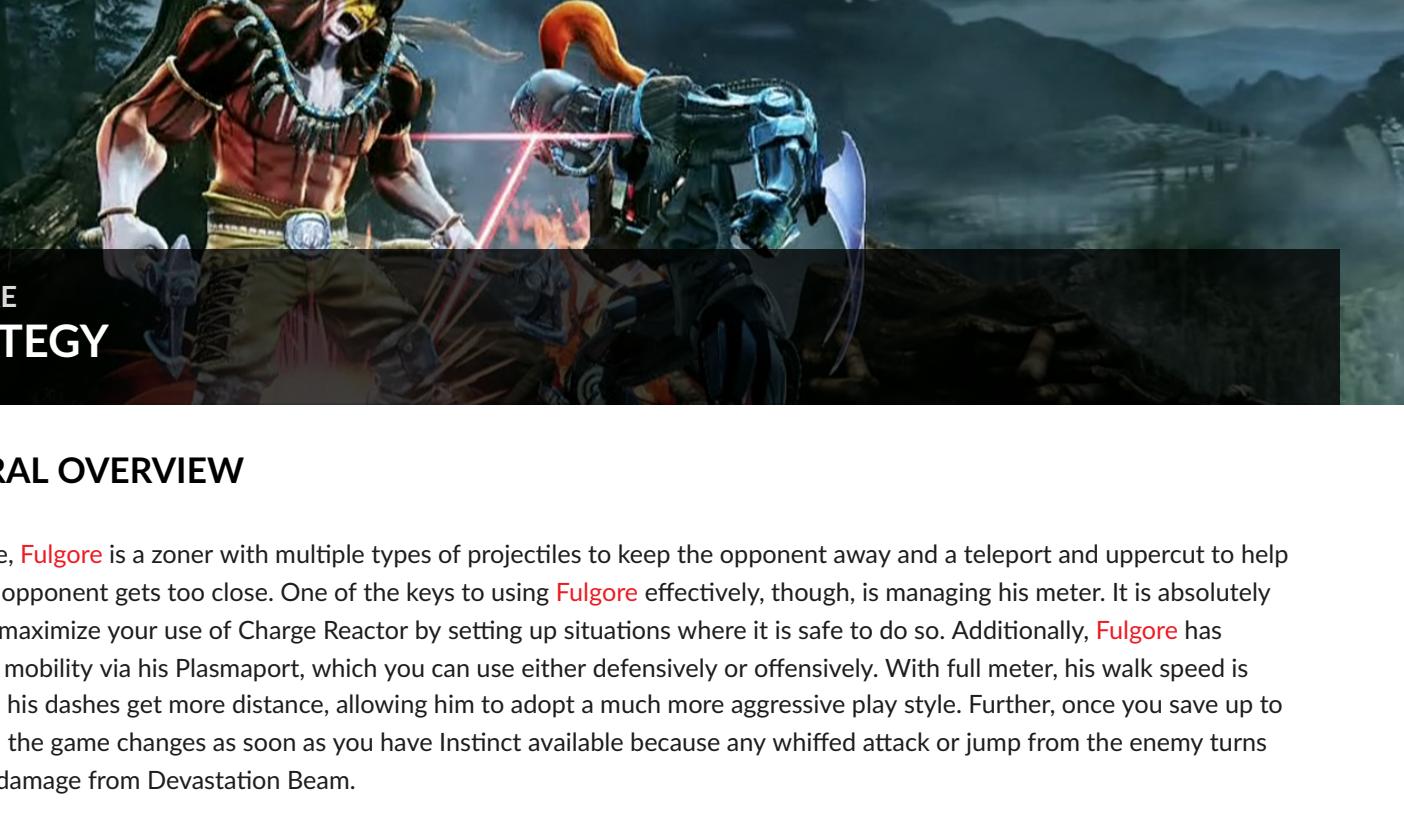
Description: This is an overhead punch attack that can be canceled into specials as an Opener. The range isn't the best, but combined with [Fulgore](#)'s walk speed and dash speed boosts with full meter, this is still incredibly deadly. It is very punishable on block, so be sure to cancel into a safe Special attack like Light Eye Laser or Light Blade Dash. From the range at which it connects, you can always cancel into Light Eye Laser, leading to a full combo. On block, Light Eye Laser retains frame advantage, allowing you to continue your offense or set up a frame trap.

Axis Slash

Command:

Hit Level: Mid, Mid

Description: Axis Slash is a two-hit pressure Opener that covers a good amount of ground and has frame advantage on block. On hit it is actually +5, so you can also manual into any Light attack to start your combo. Because this is a two-hit string that can't be canceled, your opponent should be looking to Shadow Counter this.



FULGORE STRATEGY

GENERAL OVERVIEW

At his core, **Fulgore** is a zoner with multiple types of projectiles to keep the opponent away and a teleport and uppercut to help him if the opponent gets too close. One of the keys to using **Fulgore** effectively, though, is managing his meter. It is absolutely crucial to maximize your use of Charge Reactor by setting up situations where it is safe to do so. Additionally, **Fulgore** has incredible mobility via his Plasmaport, which you can use either defensively or offensively. With full meter, his walk speed is faster and his dashes get more distance, allowing him to adopt a much more aggressive play style. Further, once you save up to full meter, the game changes as soon as you have Instinct available because any whiffed attack or jump from the enemy turns into 40% damage from Devastation Beam.

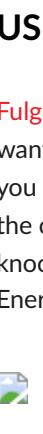


Be careful about using too many Energy Bolts, as this will quickly give your opponent full meter. Close distance quickly with Blade Dash, and once you're up close mixup Gravity Strike overhead with crouching Medium Kick or Light Eye Laser. Energy Bolts are unsafe on block up close, so be sure to special cancel into Light Eye Laser or Light Blade Dash when looking to break your opponent's defense.

Lack of meter can be a death sentence against frame-trap-heavy characters like **Jago**. You will have to save meter for Shadow Counter and definitely maximize your usage of Charge Reactor. If you find yourself out of meter, you may have to use your Instinct just to get meter, which is unfortunate but sometimes necessary.

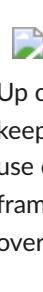
NOTABLE NORMALS

Crouching Medium Kick is easily **Fulgore**'s best normal because of its great range, leading to easy Opener opportunities. Standing Medium Kick has the best range combined with great startup speed; however, it does recover a little slowly. **Fulgore**'s jumping Medium Kick is a great crossup tool, especially when mixed up with jumping Heavy Kick. Jumping Medium Punch is good for air-to-air situations. **Fulgore**'s sweep, crouching Heavy Kick, advances forward, giving it more range; however, it is punishable on block. Standing Heavy Kick gives a hard knockdown and also gives **Fulgore** time to use Charge Reactor.



BUILDING METER

Fulgore has three ways to build meter, the primary of which is by using Charge Reactor. Because Charge Reactor is completely vulnerable, you will want to find situations where you can use this safely. Next, **Fulgore** builds meter by using his Triple Doubles in **combos**. Each time **Fulgore** uses a Triple Double, he gains 1 PIP of meter, allowing him to potentially use three Shadow Moves in one combo. If you take the first life bar of your opponent mid-combo, be sure to use as many Triple Doubles as possible to build meter! Finally, **Fulgore** also builds meter by activating his Instinct, as it continually builds meter.



When used in juggle state, Shadow Energy Bolt is also useful for using Charge Reactor. Because it holds the opponent in the air for a while, you can use the end of this juggle to charge longer. The farther away you are when you hit the Shadow Energy Bolt, the more meter you will be able to gain, basically allowing you to regain the meter spent on that Shadow Energy Bolt.

USING PLASMAPORT

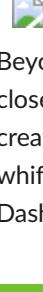
Fulgore's Plasmaport takes a while to get used to, but once you understand you just need to choose where on the screen you want to go, it becomes a lot easier to use. Because **Fulgore** is vulnerable and cannot cancel the Plasmaport into another special, you will generally want to use it to run away from your opponent. There are times, though, where you will want to close in on the opponent—for example, while the opponent is attacking with a projectile from across the screen—or after a hard knockdown, if you want to mixup your opponent's defense before he or she can retaliate. If you end your **combos** with an Energy Bolt Ender, you can actually Plasmaport twice to confuse your opponent's defense.



SPECIAL CANCELS

Unique to **Fulgore** is his ability to cancel certain specials into other specials. You can use this to lock your opponent down, to enforce tighter zoning, or even to uppercut from a distance! (Take a look at the **Combo Flowchart** section for all possibilities.) In general, though, the only moves that can cancel back into one another are Energy Bolt and Eye Laser. While most specials can cancel into Plasmaport, Plasmaport itself cannot cancel into anything else. Both projectiles—Energy Bolt and Eye Laser—can cancel into Plasma Slice, but Plasma Slice cannot cancel into anything. Blade Dash can also cancel into Plasma Slice, but only on whiff, allowing you to travel across the screen into an invincible uppercut!

When zoning, you will be able to use Heavy Energy Bolt and special cancel it into Heavy Eye Laser to catch your opponent trying to jump over. Heavy Eye Laser into Shadow Energy Bolt is actually very difficult to avoid as an anti-air that leads to Heavy Reactor Charge to regain meter as well.



TRIPLE DOUBLES

Fulgore's unique combo mechanic is his Triple Doubles. Wherever you perform an Auto Double in a combo, if you hold down that button, **Fulgore** will perform a third hit. This third hit is a repeat of the first hit, and **Fulgore** temporarily goes invisible before performing that third hit. This makes the Triple Double a little bit easier to break on reaction; however, **Fulgore** can also use this to his advantage by going for a Counter Breaker attempt. For each completed Triple Double, **Fulgore** will receive 1 PIP of meter.

USING INSTINCT

Fulgore's Instinct is extremely dangerous for your opponent! First, it constantly regenerates PIPs of meter. Second, with full reactor charged, it gives him access to the Devastation Beam that takes an instant 40% of life from the opponent if he or she jumps or does anything. Third, if **Fulgore** gets his opponent in a combo, he will be able to land multiple Shadow Moves in the combo, especially if using Triple Doubles to build PIPs at the same time. Of course, these can be breakable, but if the opponent gets locked out, the damage is going to be ridiculous.

Beyond **combos**, you can use the constant PIP generation to lock your opponent down with Eye Lasers and Energy Bolts. Up close, crouching Medium Kick into Light Eye Laser or Gravity Strike into Light Eye Laser are great options. Make these safer by creating block strings with the special cancels. Since the special cancels also work on whiff, you can use the Heavy Eye Laser to whiff a high attack and bait your opponent into doing something you can beat out by canceling into Energy Bolt or Blade Dash.

Tip

In Instinct, **Fulgore** generates 1 PIP every 0.75 seconds. When holding the Charge Reactor, **Fulgore** generates additional PIPs every 0.4 seconds!



FULGORE

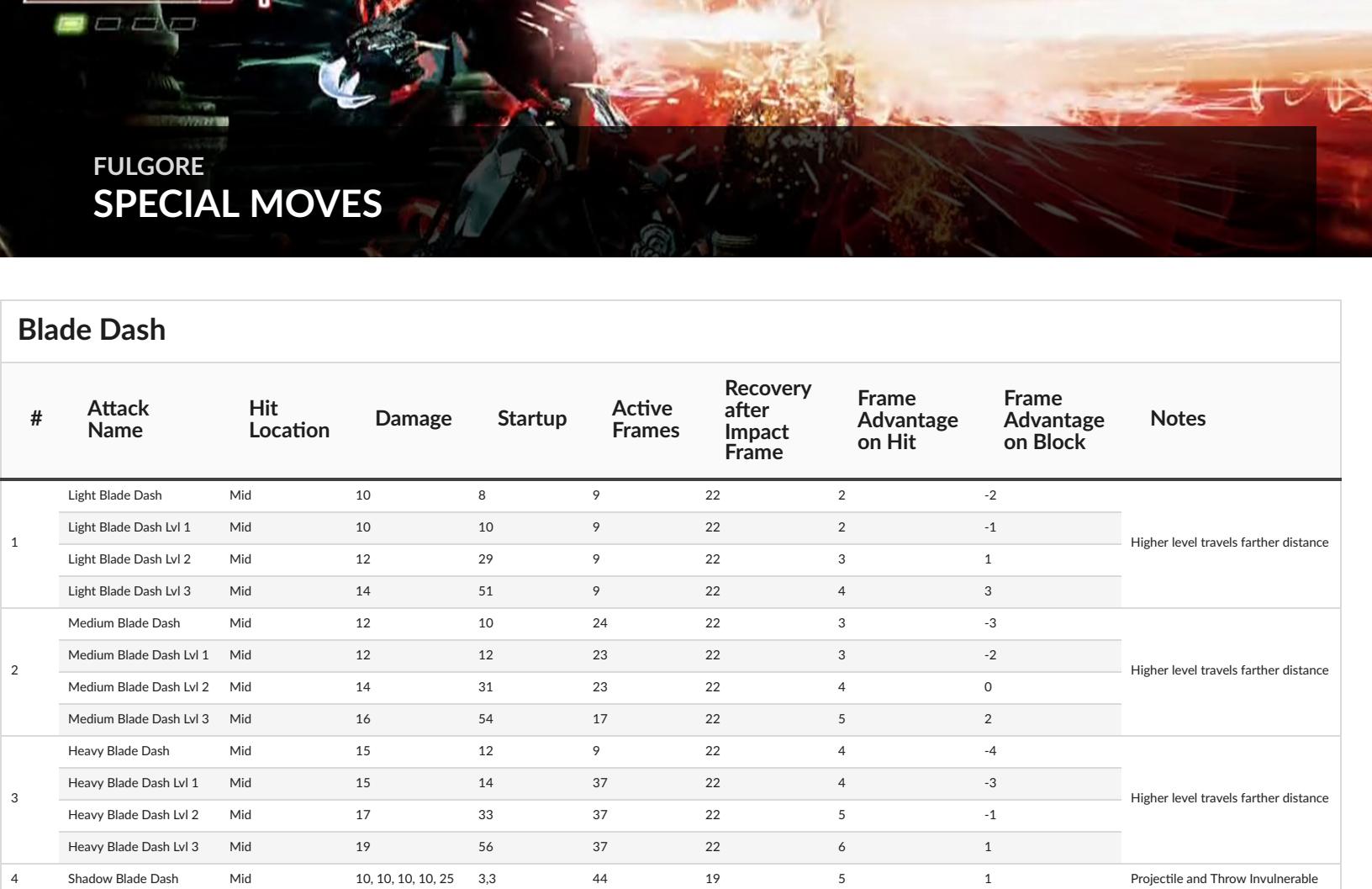
C-C-C-COMBO BREAKERS!

Here are **Fulgore's** six Auto Doubles. Learn to tell them apart and break them accordingly!

Additionally, **Fulgore's** unique combo mechanic is his Triple Doubles. This is a third hit added onto his Auto Double, which looks like the first hit of his Auto Double except **Fulgore** has a little bit of invisibility during it.

Combo Breaker Inputs			
Auto-Doubles	Light	Medium	Heavy
Punches			
Kicks			

Combo Breaker Inputs			
Triple-Doubles	Light	Medium	Heavy
Punch			
Kick			



FULGORE SPECIAL MOVES

Blade Dash

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Blade Dash	Mid	10	8	9	22	2	-2	Higher level travels farther distance
	Light Blade Dash Lvl 1	Mid	10	10	9	22	2	-1	
	Light Blade Dash Lvl 2	Mid	12	29	9	22	3	1	
2	Light Blade Dash Lvl 3	Mid	14	51	9	22	4	3	Higher level travels farther distance
	Medium Blade Dash	Mid	12	10	24	22	3	-3	
3	Medium Blade Dash Lvl 1	Mid	12	12	23	22	3	-2	Higher level travels farther distance
	Medium Blade Dash Lvl 2	Mid	14	31	23	22	4	0	
	Medium Blade Dash Lvl 3	Mid	16	54	17	22	5	2	
4	Heavy Blade Dash	Mid	15	12	9	22	4	-4	Higher level travels farther distance
	Heavy Blade Dash Lvl 1	Mid	15	14	37	22	4	-3	
	Heavy Blade Dash Lvl 2	Mid	17	33	37	22	5	-1	
5	Heavy Blade Dash Lvl 3	Mid	19	56	37	22	6	1	Projectile and Throw Invulnerable
	Shadow Blade Dash	Mid	10,10,10,10,25	3.3	44	19	5	1	



Command:

Opener:

Linker: / or Hold (/)

Ender:

Shadow Blade Dash: x2

Hit Level: Mid

Description: Fulgore dashes forward with his blades extended. If you hold the attack button, Fulgore will travel farther faster. Aside from the charged version, the Light version travels the least amount of distance while the Heavy version travels the farthest distance. When fully charged, the Heavy version can travel full screen. Generally, the longer you charge it, the more positive it is on block, with the charged Light version being the best to set up frame traps on wake up. All versions can be special canceled into Plasma Slice, but only on whiff, at the cost of 1 PIP of meter.

Shadow Version

The Shadow version hits 5 times and is projectile and throw invulnerable until recovery. This is Fulgore's only option for projectile invulnerability.

Linker

As a Linker, Blade Dash is Fulgore's Carry Linker. Use this when you want to push your opponent closer to a corner during your combo.

Ender

Blade Dash as an Ender is a Carry Ender. Use this to wall splat then mixup the opponent in the corner, or use it to push the opponent farther away from you and go back to zoning.

Energy Bolt

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Energy Bolt	Mid	16	15	NA	26	3	-6	
2	Medium Energy Bolt	Mid	14,14	15	NA	23	2	-5	
3	Heavy Energy Bolt	Mid	12,12,12	15	NA	25	1	-4	
4	Shadow Energy Bolt	Mid	12,12,12,12,12	5.2	NA	37	89	-11	Hard Knockdown



Command:

Ender:

Shadow Energy Bolt: x2

Hit Level: Mid

Description: Energy Bolt is Fulgore's primary projectile. The Light version sends out 1 projectile, the Medium version sends out 2 projectiles, and the Heavy version sends out 3 projectiles. Any version can be special canceled into Plasmabolt, Eye Laser, Blade Dash, or Plasma Slice at the cost of 1 PIP of meter.

Shadow Version

Shadow Energy Bolt is a multi-hitting variation that hits 5 times. This is very useful for juggles, as it keeps the opponent in place in the air. (See the Combo section for an example.) It is also worth noting that the Shadow version is the only Energy Bolt that causes a hard knockdown; all regular variations leave the opponent standing.

Ender

Energy Bolt is a Launcher Ender; however, it is more of a horizontal launch than a vertical launch. You can follow up with juggle in the corner, but if you use it in the open, then it's best to follow it up with Heavy Charge Reactor to build meter.

Plasma Slice

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Plasma Slice	Mid	18	3	9	48	KD	-41	Invulnerable on Startup
2	Medium Plasma Slice	Mid	22	3	9	50	KD	-41	Invulnerable on Startup
3	Heavy Plasma Slice	Mid	26	3	9	57	KD	-43	Invulnerable on Startup
4	Shadow Plasma Slice	Mid	11,12,12,12,31	3.0	3	56	KD	-42	Invulnerable on Startup



Command:

Shadow Plasma Slice:

Shadow Linker: x2

Hit Level: Mid

Description: Plasma Slice is Fulgore's uppercut that has invincibility on startup. It starts up in 3 frames, which is the same as Jago's and functionally works the same as Jago's as well. This is useful for anti-air situations or to break through meaty attacks on wakeup. It cannot be canceled into any Special attack, but it can be canceled into Shadow attacks.

Shadow Version

The Shadow version of Plasma Slice is a multi-hitting variation of the original.

Ender

This is Fulgore's Damage Ender, so it is useful if you don't need to build meter. Generally, you will not want to use this unless you have at least one full stock of meter. Without meter, Fulgore can be frame trapped repeatedly, so keep this in mind when picking an Ender for your combo.

Eye Laser

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Eye Laser	Mid	12	13	4	13	4	1	
2	Medium Eye Laser	Mid	12	14	5	13	3	-2	
3	Heavy Eye Laser	Mid	12	15	7	13	KD	-3	
4	Shadow Eye Laser (Ground)	Low	12,12,12,12,30	5.2	2	50	5	-3	
5	Shadow Eye Laser (In Air)	Low	10,10,10,10,30	5.2	2	51	NA	NA	

Command:

Ender:

Shadow Eye Laser: x2

Hit Level: Light (Low), Medium (Mid), Heavy (anti-air)

Description: Eye Laser is Fulgore's laser projectile. The different strengths of Eye Laser change the hit level of the attack. The Light Eye Laser hits low at the opponent's feet, the Medium Eye Laser is horizontal but does not go full screen, and the Heavy Eye Laser shoots upward at a 45-degree angle, making it useful as an anti-air. The Eye Laser can be special canceled into Energy Bolt, Plasma Slice, Plasmabolt, and Blade Dash for the cost of 1 PIP of meter.

Shadow Version

The Shadow version is a multi-hitting variation that hits low like the Light Eye Laser, and can be used as a Linker, but not as an Opener. The Shadow variation can also be used in the air; however, it does not allow for any follow-up from the air. The ground version is useful for juggling, as it keeps the opponent in place in the air. (See the Combo section for an example.) It is also worth noting that the Shadow version is the only Eye Laser that causes a hard knockdown; all regular variations leave the opponent standing.

Ender

Eye Laser Ender is a Launcher Ender, useful for juggling your opponent post-combo. End the juggle with Standing Heavy Kick to push the opponent across the screen to give you time to build meter with Heavy Charge Reactor.

Plasmabolt

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Plasmabolt	NA	NA	12	14	9	NA	NA	Teleport to left side of screen
2	Medium Plasmabolt	NA	NA	12	14	9	NA	NA	
3	Heavy Plasmabolt	NA	NA</						



Energy Bolt	Plasmaport Eye Laser Plasma Slice Blade Dash
Eye Laser	Energy Bolt Plasma Slice Plasmaport Blade Dash Eye Laser (whiff only)
Blade Dash	Plasma Slice (whiff only)
Shadow Energy Bolt	Plasma Slice Eye Laser Plasmaport Energy Bolt Blade Dash Shadow Blade Dash Shadow Plasmaport Shadow Plasma Slice Shadow Eye Laser
Shadow Eye Laser	Plasma Slice Eye Laser Plasmaport Energy Bolt Blade Dash Shadow Blade Dash Shadow Plasmaport Shadow Plasma Slice Shadow Energy Bolt



FULGORE NORMAL ATTACKS

Standing Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	
1	Standing		Mid	5	5	2	11	3	-1
2	Standing		Mid	10	7	2	19	2	-1
3	Standing		Mid	16	11	4	28	-2	-5
4	Standing		Mid	5	5	3	12	5	2
5	Standing		Mid	10	8	4	28	-1	-6
6	Standing		Mid	18	12	4	30	52	-14



Close Standing Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	
1	Close Standing		Mid	10	7	3	15	3	0
2	Close Standing		Mid	15	9	3	17	0	-4
3	Close Standing		Mid	10	7	3	21	0	-3



Crouching Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	
1	Crouching		Mid	5	5	2	9	4	2
2	Crouching		Mid	10	7	2	20	1	-1
3	Crouching		Mid	15	9	5	23	-7	-10
4	Crouching		Low	5	5	2	11	4	1
5	Crouching		Low	10	7	4	19	2	0
6	Crouching		Low	15	9	3	23	46	-9



INTRODUCTION

seems you have one of the easiest characters in the game—but that isn't the case. Unlike other characters, Fulgore does not build meter like everyone else, which will drastically affect the way he must be played! Efficient management of his Charge Reactor for meter is crucial to success.



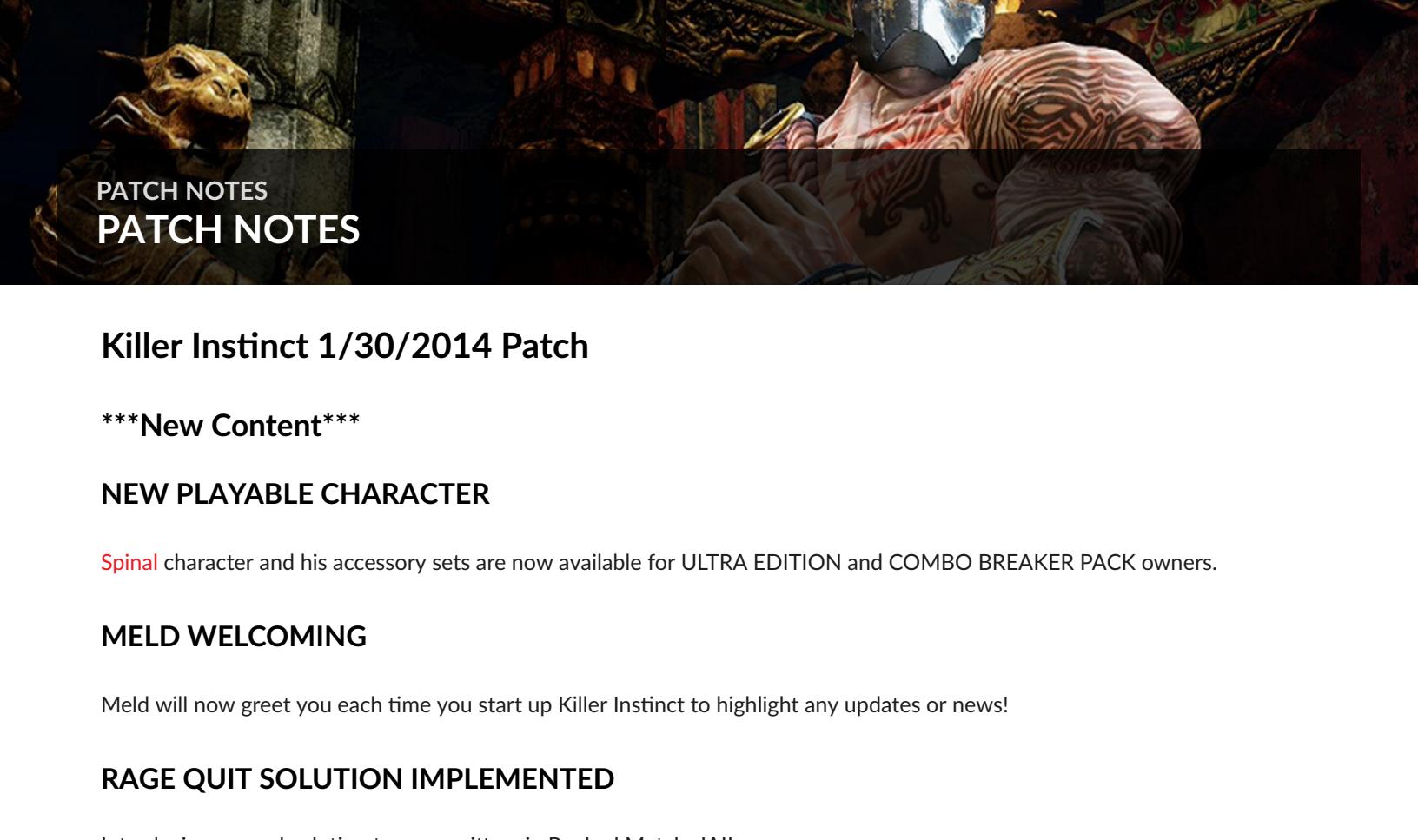
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Back Reference

GRAVITY STRIKE

AXIS SLASH	 
SPECIALS	
BLADE DASH	   
EYE LASER	   
ENERGY BOLT	   
PLASMA SLICE	   
PLASMAPORT	   
CHARGE REACTOR	   
SHADOW ATTACKS	
SHADOW BLADE DASH	    x2
SHADOW EYE LASER	    x2
SHADOW LASER BARRAGE	WHILE IN AIR,     x2
SHADOW ENERGY BOLT	    x2
SHADOW PLASMA SLICE	    x2
SHADOW PLASMAPORT	    x2
DEVASTATION BEAM	In Instinct Mode + Max Reactor—      
OPENERS	
BLADE DASH	   
EYE LASER	    or 
SHADOW BLADE DASH	    x2
SHADOW PLASMAPORT	    x2

Name	Move	Description
LINKERS		
BLADE DASH	    /  or Hold ( / )	Carry Linker
EYE LASER	    /  or Hold ( / )	
SHADOW BLADE DASH	    x2	
SHADOW EYE LASER	    x2	
SHADOW PLASMAPORT	    x2	
ENDERS		
BLADE DASH	   	Carry Ender
EYE LASER	   	Launcher Ender
ENERGY BOLT	   	Launcher Ender
PLASMA SLICE	   	Damage Ender
SHADOW ENERGY BOLT	    x2	Shadow Launcher Ender
SHADOW PLASMA SLICE	    x2	Shadow Damage Ender
ULTRA COMBO:	     	



PATCH NOTES

PATCH NOTES

Killer Instinct 1/30/2014 Patch

New Content

NEW PLAYABLE CHARACTER

Spinal character and his accessory sets are now available for ULTRA EDITION and COMBO BREAKER PACK owners.

MELD WELCOMING

Meld will now greet you each time you start up Killer Instinct to highlight any updates or news!

RAGE QUIT SOLUTION IMPLEMENTED

Introducing a novel solution to rage quitters in Ranked Match: JAIL

- The first time your disconnect percentage goes above 15 percent you go to JAIL
- A 10 match minimum is required
- JAIL lasts for 24 hours. During this time you can only be matched against other JAIL members
- Each time you go to JAIL the amount of time increases by 24 hours (capped at 5 days - 120 hrs)
- While in JAIL your profile icon will be automatically changed to a custom JAIL icon to let you know you are in JAIL
- When your JAIL time is up, you go back into the public again (even if your disconnect percentage is back over 15%)
- However, when back in public, if you disconnect and you are still above 15 percentage you go directly back to JAIL
- For any match that sends you to JAIL, player will take a loss

Practice Mode Position Reset Added

Players now have the ability to quickly reset their character positioning by using the commands below while in PRACTICE MODE:

- View + Menu - Reset both characters back to the starting locations in the center of the stage
- View + Menu + Left - Reset both characters on the left side of the stage
- View + Menu + Right - Reset both characters on the right side of the stage

Leaderboards Quick Search

Players will now be able to press "Y" to see the top rank of that specific leaderboard.

General Fixes

ULTRA COMBO AUDIO DISTORTION

Fixed an issue where users would hear audio distortion during ULTRA COMBO sequences.

TRAINING MODE GENERAL FIXES

Several issues have been fixed to make sure that the AI will react accurately towards the settings of the player.

On-line Fixes

MATCHMAKING FOR RANKED MATCHES

Ranked search will now properly search for the ranks nearest to your rank, then slowly expand its ranked search range over 1 min.

EXHIBITION INVITE FIX

Fixed an issue when you tried to join an invite and it would fail because it was waiting for you to leave your previous session.

PLAYER RANK DISPLAY UPDATE

Fix spelling errors in "Journeyman" and "Baller" Rank Title graphics.

HOSTING BUG FIXED

Fixed hosting an Exhibition Match while player rank was above 20.

RANKING UP/DOWN DISPLAY FIX

Potential Rank Up / Rank Down messages will no longer stay on the screen if the opponent disconnects during the match.

WIN/LOSS PROPERLY DISPLAYS

Fixed post-match screen showing incorrect win/loss in Exhibition Match.

RANK BAR ANIMATION FIX

Ranking bar animation on loss has been fixed, and will now properly display.

CHARACTER UPDATES

JAGO

Fixed a bug that allowed players to perform a Shadow Endokuen without using meter.

SABREWULF

Tracking properties of OVERPOWER (Back + Heavy Punch) will no longer auto correct if the opponent jumps over **Sabrewulf**.

ORCHID

Fix to Shadow Itch - Ni - San getting broken when used as an opener in certain cases.

SADIRA

Fix to web ball causing a blowout reaction during ultra if opponent was already above 100 KV.

Killer Instinct 1/2/2014 Patch

New Rotating Character

Updated 1/15/2014

ROTATING FREE CHARACTER:

Sabrewulf IS NOW the free character in rotation (replacing **Jago**).

GENERAL FIXES

FULL CONTROLLER SUPPORT

Players will now have access to play regardless of what USB port they plug into.

SAVE DATA FIXES

Sign-in changes via KINECT will no longer erase save-data

TOASTS OPTION AVAILABLE

Players will be able to disable toasts from the option menu (under display options)

KI STORE FIXES

COLOR #5 PROPERLY UNLOCKS

* NOTE: Players who have accomplished these tasks prior to launch will now be awarded retroactively

TRAINING MODE ICON UNLOCKED

*NOTE: If you have completed all the tasks required to unlock the costume, the **TRAINING** ICON will retroactively be unlocked.

Points Earned Per Match		
Rank Parameter	Win	Loss
4+ ranks higher	2	0
3 ranks higher	1.75	-0.25
2 ranks higher	1.5	-0.5
1 rank higher	1.25	-0.75
same rank	1	-1
1 rank lower	0.75	-1.25
2 ranks lower	0.5	-1.5
3 ranks lower	0.25	-1.75
4+ ranks lower	0	-2

Points Earned Per Match (Ver. 1.1)		
Rank Parameter	Win	Loss
6+ ranks higher	1.75	-0.25
4-5 ranks higher	1.5	-0.5
2-3 ranks higher	1.25	-0.75
1, same, -1 rank	1	-1
2-3 ranks lower	0.75	-1.25
4-5 ranks lower	0.5	-1.5
6+ ranks lower	0.25	-1.75

IN-GAME Updates

- Character Select option added to the pause screen of local versus
- Command List corrected and updated
- Game will now pause when the controller for player 2 is removed
- Accessory menu screens updated and patched
- Added access to the MELD from the pause screen
- Replays library will be cleared since executable has been updated to a new version number
- **Jago**'s equipped accessories now display properly while in dojo mode.

ON-LINE UPDATES

VIEWABLE LEADERBOARDS

Privilege check has been moved into the Xbox Live menu so non-gold members can view leaderboards with friends.

PARTY INVITES FIXES

RANK UP/RANK-DOWN DISPLAY FIX

Potential Rank Up / Rank Down messages will no longer stay on the screen if the opponent disconnects during the match.

WIN/LOSS PROPERLY DISPLAYS

Fixed post-match screen showing incorrect win/loss in Exhibition Match.

RANK BAR ANIMATION FIX

Ranking bar animation on loss has been fixed, and will now properly display.

CHARACTER UPDATES

JAGO

Fixed a bug that allowed players to perform a Shadow Endokuen without using meter.

SABREWULF

Tracking properties of OVERPOWER (Back + Heavy Punch) will no longer auto correct if the opponent jumps over **Sabrewulf**.

ORCHID

Fix to Shadow Itch - Ni - San getting broken when used as an opener in certain cases.

SADIRA

Fix to web ball causing a blowout reaction during ultra if opponent was already above 100 KV.

Killer Instinct 1/2/2014 Patch

New Rotating Character

Updated 1/15/2014

ROTATING FREE CHARACTER:

Sabrewulf IS NOW the free character in rotation (replacing **Jago**).

GENERAL FIXES

FULL CONTROLLER SUPPORT

Players will now have access to play regardless of what USB port they plug into.

SAVE DATA FIXES

Sign-in changes via KINECT will no longer erase save-data

TOASTS OPTION AVAILABLE

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1, same, -1 rank	1	-1
2-3 ranks lower	0.75	-1.25
4-5 ranks lower	0.5	-1.5
6+ ranks lower	0.25	-1.75

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Points Earned Per Match (Ver. 1.1)

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